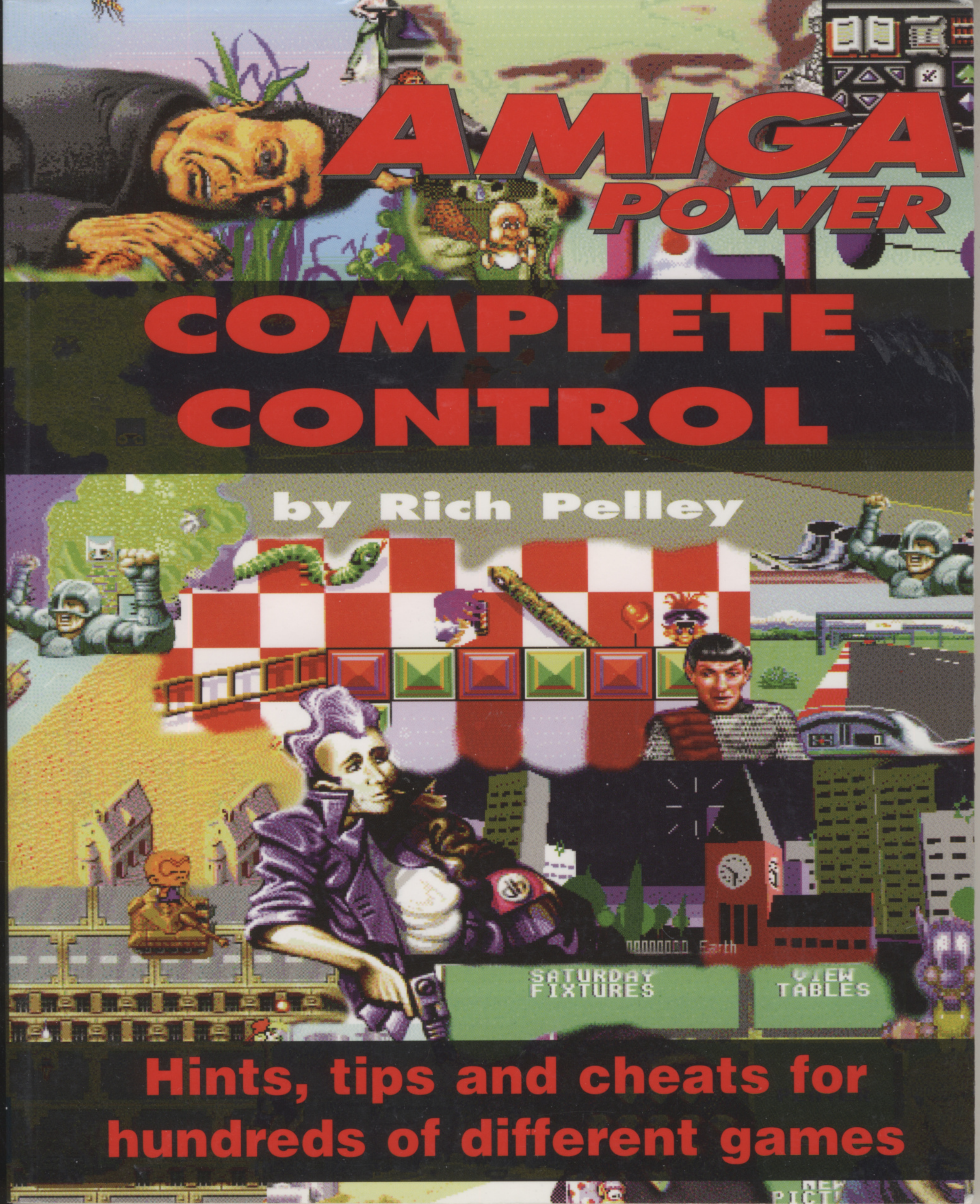
AMIGA POWER

COMPLETE CONTROL

by Rich Pelley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COMPLETE CONTROL

The AMIGA POWER gamesplaying guide

COMPLETE CONTROL

The AMIGA POWER gamesplaying guide

COMPLETE CONTROL
The AMIGA POWER gamesplaying guide
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INTRODUCTION

Before we start, a word of warning: Never see if you can prod that flap of skin hanging at the back of your mouth with a pencil without retching – you can't. So with safety aside, allow me to bid you welcome to COMPLETE CONTROL, the AMIGA POWER BOOK OF TIPS, and offer my hopes that you will find what follows an enjoyable read. And so you should, for over the next 135 pages you'll be finding no less than 292 cheats, 71 tips and 44 sets of level codes and 37 solutions to 403 different games. In fact, you get over 179, 253 words for your money – a figure which I find particularly ironic as, in pounds sterling and to the nearest thousand, that was exactly what I got paid to write this book. (Divided by 1800).

Possibly though another word of warning. Although there is a heck of a lot of stuff in here, don't imagine that we've covered every Amiga tip ever. There is obviously going to be stuff which we accidentally or never even realised we had missed out, so just because you know that you can press F1 or F2 on Flip It and Magnose for infinite water and we didn't, don't think we want to know about it. It should also be pointed out that this book in no way guarantees the authenticity of its contents. Most of the solutions regurgitated from AMIGA POWER have been played through in their time and hence should be accurate, but cheats are the biggest worry – try typing them in both capital and lower cases, with or without punctuation, and on title screens, high score tables and in game. Also watch out for zeros and Os, RETURNS and possible spelling variations. If there was some doubt to a cheat then it will say under its entry, but if you still can't get one to work after a bit of fiddling then give up. Sorry, but having spent 1/57th of my life so far compiling this book, I'd be blowed if I was going to check everything worked. But most of it should.

Using this book should be fairly straight forward. All that is needed is a basic grasp of the English language, basic enough to allow you to work out what letter the game you wish to look up begins with, in which position in the alphabet this letter comes, and what the entry under the game name says once you find it. The type of game tip is labelled for quick reference, as is its original publisher, the issue of AMIGA POWER it was first reviewed in (BAP standing for Before Amiga Power) and score it was originally awarded. Not that this score bears any relevance to what we think of the game these days – for that you'll be wanting to check out the AMIGA POWER EVERY GAME EVER book instead.

And, er, that's it. Except to thank everyone who made this book possible. Mainly it was me, but let's not forget everybody who sent in tips which have made an appearance (either directly or through AMIGA POWER), the multitude of AP staff writers who originally provided tips and solutions, and all at AP present who, along with some of their chums, probably helped too. And that really is it. Enjoy.

● ***RICH PELLEY***

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ABANDONED PLACES

ICE AP JULY 1993 – 58%

CHEAT: To increase your characters' experience, attack and kill any single or group of monsters, then when it/they begin to slowly fade away, cast any Anti-Monster spell (such as Dream or Kill Everything) that you have. The monsters will cease dimming and just sit there waiting for you to attack with your swords or cast Attack spells (including Hot Area) to rake in the experience, all with no worry of the monster going anywhere until the spell wears off. This can be verified by noting the experience line in the character sheet when attacking the faded creatures. If you are quick enough you can [illegible] the monster, else go and find another to repeat the trick on.

ACTION FIGHTER

[illegible] BAP

CHEAT: Type 'ZBACKDOOR' on the high score table to gain infinite lives.

[illegible]

[illegible] BAP

CHEAT: Pause the game and type '[illegible]'. Unpause and the following cheats are now available: [illegible] complete with key L [illegible] by typing in [illegible] 'ELECTRIC DREAMS' [illegible] as well.

[illegible]

[illegible] BAP

CHEAT: [illegible] ALT, SHIFT 1 for infinite [illegible] and ALT, M and 1 to [illegible]

[illegible]

[illegible] AP MAY 1992 – 78%

CHEAT: Type '[illegible]' on the title screen [illegible] the option of [illegible] F3 for [illegible] and F4 for [illegible]

ALIEN 3

ACCLAIM AP FEBRUARY 1993 – 85%

CHEAT: Select 'HARD' and six credits from the option screen, then in-game press SPACE and N simultaneously to propel you a level.

ALIEN BREED

TEAM 17 AP DECEMBER 1991 – 82%

CHEAT: Walk to the deck lift on level two, log on to INTEX and type:

- I CANT BE A**ED TO PLAY THE FIRST LEVELS – to go to level three
- I WONDER IF DOLLY PARTONS F**Y IS AS BIG AS HER T**S – to go to level five
- IS IT TRUE THAT ALIENS SUPPORT MAN UTD – for smaller aliens
- P**ED AS A F**T – for a special drunk mode
- THE IRAQIS MADE THE WEAPONS – for less powerful weapons
- SALMAN RUSHDIE PLAYS ALIEN BREED – to disappear
- PITBULLS ON THE LOOSE – for nastier aliens
- PUFFNUTS MODE – for slower aliens
- BEN JOHNSON TRAINED THESE ALIENS – for faster ones
- BEWARE ALIENS SPADGE HAS DROPPED ONE – to make them run away

and GAMESX, FULL CONTACT, LEEDS, SPADGE, GALLUP, LIVERPOOL and NEWCASTLE BROWN to bring up various messages.

ALIEN BREED '92

TEAM 17 AP JANUARY 1993 – 85%

LEVEL CODES

Level 2 – XXDFA
Level 4 – RTHAA
Level 6 – LAEEA
Level 8 – UYTTA
Level 10 – PPEAB

CHEAT: Enter the level ten code as 'PPPEAB' and you'll get a bonus five million credits as well.

ALIEN BREED 2

TEAM 17 AP DECEMBER 1993 – [illegible]

LEVEL CODES

Level 1 (Landing Pad one) – [illegible]
Level 1 (Landing Pad two) – [illegible]
Level 1 (Landing Pad three) – [illegible]
Level 1 (Landing Pad four) – [illegible]
Level 1 (Landing Pad five) – [illegible]
Level 2 (Civilian Zone one) – 253828
Level 3 (Civilian Zone two) – 198383
Level 4 (Civilian Zone three) – 379101
Level 5 (Civilian Zone four) – 992822
Level 6 (Security Passage) – 847484
Level 7 (Science Zone one) – 737373
Level 8 (Science Zone two) – 928112
Level 9 (Science Zone three) – 287364
Level 10 (Science Zone four) – 153831
Level 11 (Security Passage) – 090921
Level 12 (Military Zone one) – 309383
Level 13 (Military Zone two) – 101211
Level 14 (Military three) – 103992
Level 15 (Military Zone four) – 998112
Level 16 (Planet Surface) – 128332
Level 17 (Underground) – 091230

CHEAT: You may also find funny things happening with your lives, keys and credits by entering '099854', '378829' or '738323' respectively as level codes. And '283439' and '270829' might even do something too.

ANOTHER WORLD

US GOLD AP FEBRUARY 1992 – 89%

COMPLETE SOLUTION

LEVEL ONE: PASSWORD – EDJI

When you get out of the water, go left to notice a hanging vine which you'll need later. Go right past the water, kill the three deadly creatures before they can sting you, and watch out for rocks falling from the ceiling. Go right again and kick the next set of creatures. Go right until you encounter the huge black monster, and run away from it, heading left to the vine. Without hesitating, take a running jump at the vine to save yourself. Jump off again and run right back to where you first encountered it. You'll be saved, and then stunned.

LEVEL TWO: PASSWORD – HICI

You'll wake up in a cage with a friendly alien. Rock the cage left and right until it falls down, then pick up the gun. Run left, shielding your new friend by shooting the guards. Create shields to protect him as he opens the door. Follow him through to the lift and go to

ABANDONED PLACES

ICE AP JULY 1993 – 58%

CHEAT To increase your characters' experience, attack and kill any single or group of monsters, then when it/they begin to visibly fade away, cast any Hold Monster spell (such as Dream or Hold Everything) that you have. The creature/s will cease dimming and just sit there waiting for you to attack with your fighters or cast Attack spells (including Fire Area) to rake in the experience, all with no worry of the monster going anywhere until the spell wears off. This can be verified by noting the experience line in the character sheet whilst attacking the faded creature. If you are quick enough you can re-freeze the monster, else go and find another to repeat the trick on.

ACTION FIGHTER

US GOLD BAP

CHEAT Type 'ZBACKDOOR' on the high score table to gain infinite lives.

AFTERBURNER

ACTIVISION BAP

CHEAT Pause the game and type 'THUNDERBLADE'. Unpause and the following cheats are now available:

G – for extra missiles
T – for less missiles
< – to skip to next stage
> – to skip to previous stage
S – to play samples with key L
N – for extra lives

You might like to try typing in 'TOGETHER IN ELECTRIC DREAMS' at some point as well.

AFTER THE WAR

UBI SOFT BAP

CHEAT Press ALT, B and 1 for infinite energy and time, and ALT, M and 1 to jump stages.

AGONY

PSYGNOSIS AP MAY 1992 – 78%

CHEAT Type 'FANTASY' on the title screen to be blessed with the option of pressing F1 for extra swords, F3 for extra weaponry and score and F4 for extra lives.

ALIEN 3

ACCLAIM AP FEBRUARY 1993 – 85%

CHEAT Select 'HARD' and six credits from the option screen, then in-game press SPACE and N simultaneously to propel you a level.

ALIEN BREED

TEAM 17 AP DECEMBER 1991 – 82%

CHEAT Walk to the deck lift on level two, log on to INTEX and type:

- I CANT BE A**ED TO PLAY THE FIRST LEVELS – to go to level three
- I WONDER IF DOLLY PARTONS F***Y IS AS BIG AS HER T**S – to go to level five
- IS IT TRUE THAT ALIENS SUPPORT MAN UTD – for weaker aliens
- P***ED AS A F**T – for a special drunk mode
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- PUFFNUTS MODE – for slower aliens
- BEN JOHNSON TRAINED THESE ALIENS – for faster ones
- BEWARE ALIENS SPADGE HAS DROPPED ONE – to make them run away

and GAMESX, FULL CONTACT, LEEDS, SPADGE, GALLUP, LIVERPOOL and NEWCASTLE BROWN to bring up various messages.

ALIEN BREED '92

TEAM 17 AP JANUARY 1993 – 83%

LEVEL CODES

Level 2 – XXDFA
Level 4 – RTHAA
Level 6 – LAEEA
Level 8 – UYTTA
Level 10 – PPEAB

CHEAT Enter the level ten code as 'PPPEAB' and you'll get a bonus five million credits as well.

ALIEN BREED 2

TEAM 17 AP DECEMBER 1993 – 81%

LEVEL CODES

Level 1 (Landing Pad one) – 098654
Level 1 (Landing Pad two) – 736353
Level 1 (Landing Pad three) – 243433
Level 1 (Landing Pad four) – 378829
Level 1 (Landing Pad five) – 000000
Level 2 (Civilian Zone one) – 353828
Level 3 (Civilian Zone two) – 108383
Level 4 (Civilian Zone three) – 370101
Level 5 (Civilian Zone four) – 982822
Level 6 (Security Passage) – 847464
Level 7 (Science Zone one) – 737373
Level 8 (Science Zone two) – 928112
Level 9 (Science Zone three) – 287364
Level 10 (Science Zone four) – 193831
Level 11 (Security Passage) – 090921
Level 12 (Military Zone one) – 309383
Level 13 (Military Zone two) – 101211
Level 14 (Military three) – 103992
Level15 (Military Zone four) – 998112
Level 16 (Planet Surface) – 125332
Level 17 (Underground) – 091233

CHEAT You may also find funny things happening with your lives, keys and credits by entering '098654', '378829' or '736353' respectively as level codes. And '243433' and '278829' might even do something too.

ANOTHER WORLD

US GOLD AP FEBRUARY 1992 – 89%

COMPLETE SOLUTION

LEVEL ONE: PASSWORD – EDJI

When you get out of the water, go left to notice a hanging vine which you'll need later. Go right past the water, kill the three deadly creatures before they can sting you, and watch out for more falling from the ceiling. Go right again and kick the next set of creatures. Go right until you encounter the huge black monster, and run away from it, heading left to the vine. Without hesitating, take a running jump at the vine to save yourself. Jump off again and run right, back to where you first encountered it. You'll be saved, and then stunned.

LEVEL TWO: PASSWORD – HICI

You'll wake up in a cage with a friendly alien. Rock the cage left and right until it falls down, then pick up the gun. Run right, covering your new friend by shooting the guards. Create shields to protect him as he opens the door. Follow him through to the lift and go to the bottom level. Shoot out the flashing light at the end and go up to the next level. Use a large blast from the gun to take out the door, run, and jump up. Wait for the alien before you open the door and walk in.

LEVEL THREE: PASSWORD – FLLD
In the tunnels go left, drop, right, drop, right, drop, left, drop, right, drop and you're out.

LEVEL FOUR: PASSWORD – LIBC
Left through the door and recharge your gun. Go right and blast your way through the three doors. Run right to the exit. Kill the guard and walk to the end of the broken bridge. Leap onto the lower right ledge, blast through the wall and go through.

LEVEL FIVE: PASSWORD – CCAL
Go right, down the first shaft, right again, and then down onto the huge rock. Jump right, walk right again and jump the spike pit. Walk to the next screen and wait for the rock to hit the floor before running to the small spike while avoiding the flying creature. When two rocks hit the floor at the same time, run across the screen. Do this again on the next screen. When you come across the tentacles, either shoot them or dodge them. Keep going right, dealing with the tentacles and jumping the snapping traps. Continue to the end and blast the wall.

LEVEL SIX: PASSWORD - EDIL
Backtrack to the screen with the falling rocks. Walk up the slope and shoot the flying creature. Walk on to the next screen and watch. Take a running jump onto the stalactite, climb to the top and jump to the next one. Do this all the way until you reach the huge rock.

LEVEL SEVEN: PASSWORD – FADK
Walk left off the rock, turn and blast the base. Walk up the slope, go right and jump over two pits on one screen and another on the next. Walk right, blast the wall to let out the water and run left, jumping over the pits again. Go right, blast the wall, go past the steps and across the dry waterfall.

LEVEL EIGHT: PASSWORD – KCIJ
Observe the trapped alien. Go left over the waterfall and through the door. Go down the steps, right and kill the guard. Go back up and shoot at the chain to release the alien. Go down the steps again and run right as far as you can. Kick the guard and run to pick up the gun. Kill the guard and run right, ignoring the others.

LEVEL NINE: PASSWORD – ICAH
Dive in the water and swim to the other side. Climb out and look around. Swim down to the hole in the wall, left, and go up the second shaft for air. Swim down to the bottom of the shaft, go right, get out for air and shoot the power line. Reverse back to the pool surface, stopping for air on the way.

LEVEL TEN: PASSWORD – FIEI
Go left and shoot the guard. Go right and up the stairs, kill the guard on the left. Jump right and blast through two doors. Take out the last one, create a shield, jump the fireballs and kill the guard. Go right, blast the door, right and then jump up to recharge your gun. Go right and watch the reflection in the ball. Shoot when the guard is directly underneath. Go left to the stairs, down, down and right to the pool, swim across and climb out. Go right.

LEVEL ELEVEN: PASSWORD – LALD
Jump down the opening and head right. Blast the door, run to the end of the corridor and put up shields until the alien pulls you through the ceiling hatch. Stay on the left of the opening until the rocks fall, then follow him into the tank. Push the top left green button to escape, although you can have fun with the other buttons first if you wish.

LEVEL TWELVE: PASSWORD – LFEK
Exit from the pod and head right. Kill the guards, run right. Jump the bridge and you'll be rescued by a guard. Crawl to the right of the screen while they fight. The guard will win, so pull the lever when he walks towards you and you'll kill him with the laser. Pull the second lever and crawl into the circle of light and you'll have escaped from Another World.

APB

TENGEN BAP
CHEAT Type 'ALF' into the high-score table for infinite demerits. Also, pressing UP and FIRE when starting the game will allow you to begin on any day from one to sixteen.

APIDYA

PLAY BYTE AP MAY 1992 – 89%
CHEAT Pick one of the following words to type in on the title screen.
Level 2 – MISSHONEYBEE
Level 3 – DEPUTYOFLOVE
Level 4 – HASTALVISTA
Level 5 SNEAKPREVIEW
End sequence – SHOWCREDITS
Also, hold down HELP and DELETE to slow the game by about fifty percent.

APOCALYPSE

VIRGIN AP MAY 1994 – 80%
COMPLETE SOLUTION
LEVEL ONE
Firstly you'll want to rid yourself of the Howitzer – fly immediately left and let it have it with a rocket or some fire. You can't crash into the platform or the gun itself, but it will take some shooting at. Next fly right and fire-bomb the radio operators' hut. (Firebombing a hut instantly kills everybody inside – and you don't want to let these guys out as they're armed with rocket launchers.) Rescue the POWs from the hut next door and to the left of what's left of the Howitzer, and head back to HQ. (You can shoot your own men whilst they enter the tent, so don't.) The remains of the level is now a doddle. Blow open all the huts if you like (one at a time because enemy soldiers will start to kill any lose POWs) but you may as well just collect the remaining men from the first, second, fourth, fifth and eighth huts along. Don't get too close whilst firing at a hut or you'll get caught in the explosion.

LEVEL TWO

The hardest levels by far – don't let anybody out until you've cleared the area of danger. (If you play carefully there's no need to let any enemy out at all.) Fly right to give you room to take out the enemy chopper, then slowly left along the line of the trees spreading bullets to nip the first two gun turrets in the bud and return to HQ. Fly to the bottom of the play area and head left full pelt firing bullets into the ground – this should scupper the tank as you pass. (Firing a rocket or homer on the way will make absolutely sure.) Fly up to bump off the third and fourth towers and return to where you just took out the tank. Position your chopper in the middle of the screen and zoom left over the water and past the second tank firing into the ground as you go. Turn around and you should have no problem killing the tank. (It will be firing in the wrong direction and less likely to hit you.) Shoot the hut to the left of the waterfall and choplift the four POWs back home (from now on you should return all POWs as soon as you find them), but beware of the tank that has appeared on the Hospital tent H-Pad. Fly around the waterfall to take out tower numbers five and six (the latter is very close to the former, but lower down) then approach the land to the left of the waterfall spreading bullets to take out the gunner before he gets you, but not the hut. Get turret seven (it's higher up than the others so far) then let the POWs out of the hut – they split into two groups, and it will take four flights to get them back to safety. Avoid scrolling too far left when picking up the left group or you'll get shot, and prepare to spray the rocket-launching baddies that have appeared as you approach HQ with bullets and flames. Fly vertically up the tower you last destroyed spraying bullets to take out the next three towers along. (They are very close, and at different heights.) Spray bullets and rockets and seekers to take out the gunners below, shoot the next tower and fly back to take out the tank from the other side. Let the POWs out of the hut, blowing up the hut on the ground nearest to HQ on your way back to get your remaining men to appear from the hut to the left. (But don't blow this up, or enemy soldiers will come out as well and start killing your people.)

LEVEL THREE

Hold down FIRE and fly slowly letting bullets off along the height of the trees to take out the gunners, crates and boxes until you reach the ship (where there are two choppers waiting for you). Take out as much of the ship as possible – the gun turrets don't fire at you (so don't worry), and you can't crash into the ship. If you fly slowly along the deck of the ship you should be able to take out the rocket-launching enemies and the tank before they even appear on screen. Now fly back over the boat. The scientists, along with numerous baddies, should have appeared. The secret here is to lure everybody towards your chopper. Fly towards them, but not over (this prevents the enemy having any chance of launching rockets at you) and when they start walking towards you, fly back and land on the edge of the ship. By carefully flying back and fourth (but not over) coupled with selective firing you should be able to lure all the baddies into your spray of bullets, and all the scientists aboard. You'll need to make two trips to get everybody home and dry – providing you fly full pelt you'll avoid any rockets launched at you.

LEVEL FOUR

Fly right to give you room to take out the two enemy choppers with seekers, and you'd may as well blow up the huts whilst you're there. It's easier to take out baddies on this level before they appear on screen. Fly left and down slightly from HQ and spray the enemy soldiers with bullets or firebombs, but don't scroll right over the platform. Circle back underneath instead and slowly left in order to machine gun or rocket the jeep, soldiers and hut on the second platform before they're even in view. Again, circle back under the platform firing to take out the next jeep and hut. Fly along, shoot the other hut and prepare for a third jeep. Two more huts and plenty more soldiers lie to your left, along with seven gunners hiding in the trees. Shoot along the line of the trees and prepare for three choppers. It might be wise to go back and hang around HQ for some more seekers, or you could try flying right to the top of the screen and letting them have it with rockets, fire and bullets. There are two more gunners to the left. Now all that remains is to take out the tank at the bottom, blow up the door, and head back to HQ.

LEVEL FIVE

Don't crash into the walls or ceiling for starters. Just fly along letting everything you see have it. And with the amount of credits you should have built up by now, victory should be imminent.

ARABIAN KNIGHTS

MIRAGE AP MAY 1993 – 83%

CHEAT To skip levels, type 'SIMEON' on the title screen and press TAB. Also, try keeping the left AMIGA key presses for invincibility, and pressing P for slow motion.

COMPLETE SOLUTION

LEVEL ONE

To get through the magic pot maze, you'll need to find the Maze Djinni which is in the guard's quarters, and guarded by a bit of a brute. Rather than risk going up against him, number the pots from left to right and take pot four, then three, then finally two, and then work your way up past the guards and into the top pot. When you're falling down the long tunnel, push over to the right and you'll find a secret room through the wall full of goodies.

LEVEL TWO – THE FOREST

Run right until just before the second tree, then jump into the trees to your left. You'll find a secret area with plenty of coins. If you then fall through the second bridge you'll find a chest containing an extra life (To get back up again, push down on the box on top of the spikes, and it'll shoot you up in the air.) When you get to the turtle he'll burrow a way through the hill for you and you'll arrive at the three wells. The first of these just fires you into the air, leaving you open to attack from birds. The second takes you to loads of energy potions and coins, and the last one takes you to Granny's house who'll give you a thimble. Collect the tears of the whining bear, water the big daisy, climb up into the trees, collect the spool of thread and exchange it with Granny for a magic carpet. Jump in the box lodged in the tree tops and prepare to take out the baddy. Use any energy potions you have, collect the hidden coins from the left wall, and bat his boulders back at him.

LEVEL THREE – FLYING CARPET

Either turn the skies into your own personal kill-zone, or wave cheerfully at the funny men in balloons but rest assured, you will get to the end of it.

LEVEL FOUR – THE GALLEON

There are two separate routes through the ship – you have to decide which you'll take when you get to the first Quadipus. Either you can go down the rope and battle along the Eel route to get loads of points, or you can cruise past the Quadipus for an easier life. If you fancy the first, go down the stairs, collect the fishbones, go through the false wall on the right and use the buttons to get the columns out of the way. Hop in the cooking pot and you'll wind up next to a large perforated platform studded at either end. When you stand on the platform, it'll start moving in all sorts of directions – you need to keep up with it, otherwise you'll end up on the spikes. The easier way is to jump past the eels is when they have reached either at the top or bottom of their ropes. Time your exit with the cannon shots, jump up and to the left of the cannon and collect the extra life. Both routes now join into one. Hit the first button you come to avoid the bomb, the second at the top left of the room to remove the column, and exit through the false wall. Another pot brings you to the Crab Cook, who tells you he wants five fish, available through each of the five doors. In the final room, climb onto the small moving platform and flick the switches so that the column is up. Drop down the left-hand side and jump onto the giant plug.

LEVEL FIVE – THE DEEP

You cannot attack under water. Look out especially for the Skull which looks like the bonus skulls, but doesn't spin round. To avoid getting horribly lost in the pipes, jump into the first and then swim up and around to the left, where you'll find a chest with diving boots in them. These are heavy enough to stop you bobbing up to the surface, and also pretty essential later on in the level. To the right of the chest are a further two pipes, the bottom pipe leading to all manners of smashing bonus thingies, the top pipe to a rather nasty ball and chain which you should avoid then take the pipe to the right and re-enter the pipe you came out of to avoid being shot from one pipe to the next. If you can stop yourself in the middle of the pipe area, pick up the bonuses and the extra life. Avoid the ball and chain, leave the chest hidden in the hole (it's a trap), dodge the swimming enemies and skulls and then negotiate the spikes.

LEVEL SIX – THROUGH THE ROCK

Head for the pipes. There's a secret room up near the spikes. The Guardian uses bubbles to force you into the spiky roof, but avoid falling into the water. Every time the Guardian starts to shake he's about to attack, so get out of the way. The mine-cart race is all about speed, and even though you can collect jewels, remember that the most important thing is to finish. You can do this in the other cart (or even without any cart at all) and if you manage to finish without any wheels left you'll score a huge bonus when you get to the Customs Desk. Instead of bouncing off the bumpers, slow down before you get to them and drop straight down the ramp. Also, if you slow down too much going uphill, hop the cart upwards rather than going back for a longer run-up. Late in the race, just before the second wall of ice, there's a short cut, which you'll take if you manage to avoid the magnet. Should you miss this route, get over to the bottom right of the map and jump out of the cart and onto the arrow, which will fire you upwards. If you can find the Super Speed key, however, you'll have no problems winning.

LEVEL SEVEN – THE DIAMOND MINES

Downwards and onwards to the Diamond Mines, which only has a few secret rooms, but has lots of short-cuts. The large hole after the conveyor belts isn't one of these, however – it's merely a fairly obvious lure to tempt you onto the hideously long and nasty spikes beyond. To get up the long tunnel, you've got to hack at some of the ice blocks to carve a way to the top. This route's a bit longer than simply going along the tunnel on the right, but also a tad more profitable in the jewel stakes. Although the buzz-saws look intimidating, they follow a set path. This means that if you watch them they'll repeat their movements, making it pretty easy to dodge past and get into the secret rooms. There's another secret room at the top of the secret hills, and another on the edge of the cliff where the guard is. Past the danger sign and the block of spiky ice is the tunnel leading to the Fire Guardian. There's a final secret room by the spikes on the left of the tunnel. As you fall down, pull to the left and you'll find that you can walk through the fake spikes. To complete this level, you've not only got to snuff out the Fire Guardian, but also indulge in a bit of infanticide. Yup, his son's with him, and the obvious way to croak the pair of them is to douse them in water. Fortunately for you (and rather stupidly for the Fire family) they live just below some water pipes. You've got to prime each valve with a few hits so that every time one of the Guardians is below one, a single strike will put the dampeners on them.

LEVEL EIGHT – THE CARPET AGAIN

You're back on that magic carpet thing

again, but this time you'll find the end blocked by the nasty flying demon that stole the Princess. The demon's carrying the Vizier's magic Orb which gives him his strength, but whenever you hit it, his powers are drained. The demon's got three sequential attacks, and the first one's a swoop. He'll follow a clockwise path around you, so just stay in the centre of the screen. Next, he uses the Orb and fires three energy bolts, finally attacking with a direct swoop. Leave your evasive manoeuvres until the last minute, as if they're too early, he'll come after you. Once you've blasted him out of the sky, you can enter the Vizier's fortress.

LEVEL NINE – THE VIZIER'S ICE FORTRESS

This is one of those darn slippy slidey ice worlds, so the item that you really need are the crampons to stop you from slipping about so much. To get through each of the doors you have to melt the ice covering them, so you need to find one of the blowtorches dotted around. Go through the doorway at the end of the first straight, avoid the icicles, the bomb and the snowman, and then duck under the spikes by taking a run-up and then sliding under. Carry on down the corridor and you'll see a bomb in front of three doors. Through the first of these you'll find another blowtorch and a hidden section containing an extra life. Through the second door there's a lift going up. In the first room on the left is the projectile sword (which you need for later on in the level), but avoid the flying snowballs. The next room up is for bonus points. Smashing the ice blocks in the room frees the snowman, but if you time it right, you can get away. The last room leads through lots of balls and chains to the next blowtorch, and on the way you can get an extra life and a chest containing a Speed-up bonus. Whatever you do, don't ride the lift any higher than this. The final door leads to four holes covered by breakable ice blocks, which is what you need the projectile sword for. Each of these four holes takes a slightly different route, but they all join up just before the final encounter with Vizier.

From left to right, the first hole is guarded by bombs, but if you go up to and then jump clear they'll blast a path for you. The first door takes you back (so don't bother with it) but further on is a room with falling platforms. You can avoid the bombs by jumping along the line, eventually meeting up with the path from hole two. Through the second hole is a corridor in which a bomb walks along a platform above your head. Wait until it reaches the ice blocks before setting it off. The next room meets up with hole one. Drop into the pipes with the eyes to spring up and bash down the wall on the right to get to another secret room.The wall above and to the left of the two faces is fake, and inside is a special object. Continue along and you'll eventually arrive at the hole which leads to Vizier. In the room off the third hole you'll find a speed-up bonus which you need to get under the long row of spikes. Make sure you remove the crampons before attempting this though, or alternatively stand up four spikes along and you'll be able to get to a secret area containing more goodies. Stand on the marble column and leap off at the last moment, then head off to the right. You arrive at the entrance to the last section. Hole four is probably the easiest, and certainly the most fun. Simply hit the spring and duck, and you'll be shot back and forth, pushed up into other springs and finally arrive in another room. Carrying along from this you end up with the hole three route. There's also a secret place in the room with the ice and spring. Hack the wall away on the left side opposite the spring, then go over and hit the spring, then duck to slide under the wall. A spring on the other side lets you back out again, or you can climb the collapsing platforms to get a shield bonus. You can also jump through the ceiling on the right to get to the entrance to the last encounter.

LEVEL TEN – THE EVIL VIZIER HIMSELF

Vizier's uses the powers of all of the four elements in the order: Wind, Water, Earth, then Fire. First he tries to blow you into the spikes that come out of the wall behind you. Simply jump against the force of the wind to stop yourself being impaled. Next, spikes come out of the roof and bubbles force you up onto them. For the Earth attack, he'll stand in the centre while blocks fly out of the walls at you. You've got to keep moving since they appear in line with you, and then just when you think you've survived, they start dropping from the roof. Finally, he'll stand in the middle of some spikes lobbing fire at you but if you avoid it, the spikes will disappear, and all of a sudden, he's not that hard after all.

ARCHIPELAGOS

PRISM BAP

CHEAT Solve Archipelagos one and two, press RETURN, type '8421' and press RETURN twice more. You should now be able to select any island.

ARKANOID

OCEAN BAP

PLAY TIP Enter a two player game but let Player Two reach twenty thousand before Player One. Now, for a while, everything he hits will earn an extra life.

CHEAT Press F3 or F4 instead of F1 or F2 for an extra thirty three levels. Also, try pausing, typing 'DSIMAGIC', then unpausing. A special DS capsule should appear – catch it and you can activate any capsule you want by pressing its letter, that is to say:

B – Break (opens the exits)
C – Catch,
D – Disrupt
E – Expand
L – Laser
P – Player (for an extra life)
S – Slow

F will also skip you straight to Doh, and ENTER will skip levels.

ARKANOID 2

OCEAN BAP

CHEAT Type 'DALEY88' whilst playing for infinite lives, 'PETEJOHNSONWANTSCHEAT' or 'MAGENTA' on the title screen to get S to skip you levels during play, 'ROBOCOPPETER' on the title screen to activate Continue Mode or hold down the left mouse button whilst loading for a commercial break.

ARMALYTE

THALMUS BAP

CHEAT Pause and type 'DELTA 3' to turn off most (but not all) collision detection.

ARMOUR-GEDDON

PSYGNOSIS AP MAY 1991 – 87%

CHEAT Access the message screen in HQ, move the arrow so it points to the first letter of the message highlighted in yellow, hold down ESC and press the left-hand mouse button. The message 'YOU WOULDN'T LET IT LIE!' should appear providing invincibility along with unlimited firepower and fuel. You can't actually complete the game with the cheat mode on, so you'll have to turn it off at some point, in the same way. Armour-Geddon also sports a natty Object Editor Thang (which allows every item to be viewed), entered by moving the arrow to the top left-hand corner of the secondary title screen, holding down the left hand SHIFT key and pressing the left-hand mouse button again. Typing 'ALF' on the highscore table might do something too.

PLAYING TIPS

THE WEAPONS

- ROCKETS: These are virtually useless on tanks as they have to be fired into the air.

J LASERS: Fine for taking out heavy vehicles, but not much use on buildings. Note that it takes rockets, missiles or bombs to destroy Power Nodes.

- MISSILES: If you feel the need to launch missiles whilst being attacked, do not use flares as well – there's a good chance your missiles will go after your flares instead. When an enemy missile is heading in your direction, you can either drop flares to attract the missile (do so in either a straight line or in as shallow a turn as possible), take advantage of the missile's small fuel supply (about twenty five seconds' worth) and the fact that it can't turn very sharply (by flying straight towards the missile then veering off very quickly), or use any mountains in the vicinity as cover (and the missiles should hit the mountains instead).

CRAFT

- HOVERCRAFT: Don't bother.
- HELICOPTER: This has a good range, but is not particularly useful for taking out other helicopters. Your best bet when confronted by a chopper is to approach it face on, remain still as it closes in for the kill, wait for it to drop down and let it have it.
- FIGHTER: Your best choice, though it does have a tendency to stall.
- BOMBER: If you want to take out teleports and the like you'll really need the cloaking device. (It does use up a lot of fuel though). And bear in mind that if you try to carry more than one teleport at a time the Bomber will become very difficult to fly.
- THE TANK: With this the best way to take out choppers is to drive backwards and keep firing.

ARMY MOVES

DINAMIC BAP

CHEAT Hold down ALT, 1 and D for invincibility on part one, and ALT, 1 and J on part two. Alternatively type 'KARENBROADHURST' on the title screen to remove collision detection.

ASSASSIN

TEAM 17 AP NOVEMBER 1993 – 89%

CHEAT Enter your name on the highscore table as 'MIDAN'. The game will tell you that you are a 'FAT LITTLE GIT', and you will be able to restart on the level you died on as opposed to having to go back to the start. And on the Special Edition, type 'ANOTHERCHEATMODE' to give infinite energy and activate the keys W for full weapons, D to die and N to skip levels.

ATOMIC ROBOKID

ACTIVISION BAP

CHEAT Type 'TUESDAY 14TH' on the title screen for a cheat menu.

ATOM SMASHER

AP22 COVERDISK

CHEAT Activate the cheat by typing 'CATHERINE ZETA JONES' on the title screen, whereafter you can press I, L, or S during the game for invulnerability, infinite lives and level-skipping respectively. There's a level editor, too, accessed using the code 'ZANDALEE'.

ATTACK OF THE GREEN SMELLY ALIENS

AP15 COVERDISK

CHEAT For infinite energy and the best weapons money can buy, type 'JAM DOUGHNUT' on the title screen.

AWESOME

PSYGNOSIS BAP

CHEAT On the energy swap screen, move the pointer over the shield and press FIRE and the numeric + key (unless you've got an A1000 or A600,that is, in which case you're stuffed). You can now press the function keys to get the various weapons and other effects.

AXEL'S MAGIC HAMMER

GREMLIN BAP

CHEAT Press the function keys in order from F10 to F1. Now press any number to skip to that level.

BAAL

PSYCLAPSE BAP

CHEAT Type 'LOVEBUNDLE' on the high score table to activate the trainer mode.

BABY JO

LORICIEL AP DECEMBER 1991 – 49%

LEVEL CODES

Level two – YOUPI
Level three – GLOUP
Level four – MUMMY

BACK TO THE FUTURE 2

IMAGE WORKS BAP

CHEAT Pause the game and type 'THE ONLY NEAT THING TO DO' to level skip with SHIFT and Z, or alternatively hold down SHIFT and type 'BACK TO THE FUTURE PART 2' for an extra life during play.

BACK TO THE FUTURE 3

IMAGE WORKS AP MAY 1991 – 76%

CHEAT On the storyboard, type 'ROTTEN CHEAT' on level one, 'LOUSY CHEAT' on the second and "LOW DOWN CHEAT' on the third to skip levels and get infinite lives.

BARBARIAN

PSYGNOSIS BAP

CHEAT Type '04 08 59' (or it could be '04-08-59') on the title screen for infinite lives.

BARBARIAN 2

PSYGNOSIS AP JANUARY 1992 – 68%

CHEAT Hold down HELP and the keys M and E to replenish energy.

BART SIMPSON VS THE SPACE MUTANTS

OCEAN BAP

CHEAT Type 'COWABUNGA' on the title screen, 'EAT MY SHORTS' during play or 'SHEEP IN A GROUP WEARING HATS' somewhere else for infinite lives.

PLAY TIP Enter the tool shop and buy a key, then buy some rockets from the novelty shop. Go through the red door in the grey building with the washing line, stand by the door and push up and hey presto, you're at the end of level one.

BATMAN THE MOVIE

OCEAN BAP

CHEAT Type 'JAMMMMMM' on the title screen, and it should flip over. If it doesn't, just keep adding more Ms. You now have infinite lives, and as an extra bonus F10 skips levels while the other function keys give messages.

BATTLE ISLE

UBI SOFT AP JANUARY 1992 – 78%

LEVEL CODES

ONE PLAYER CONFLICTS
Level one – CONRA
Level two – PHASE
Level three – EXOTY
Level four – MOUNT
Level five – FIGHT
Level six – RUSTY
Level seven – FIFTH
Level eight – VESUV
Level nine – MAGIC
Level ten – SPACE
Level eleven – VALEY
Level twelve – TESTY
Level thirteen – TERRA
Level fourteen – SLAVE
Level fifteen – NEVER
Level sixteen – RIVER
TWO PLAYER CONFLICTS
Level one – FIRST
Level two – GHOST
Level three – GAMMA
Level four – HARSS
Level five – EAGLE
Level six – METAN
Level seven – FOTON
Level eight – POLAR
Level nine – TIGER
Level ten – SNAKE
Level eleven – ZENIT
Level twelve – DONN
Level thirteen – VESTA
Level fourteen – OXXID
Level fifteen – DEMON
Level sixteen – GIANT

PLAYING TIPS

- Make sure that you always send in your strongest units to fight first – they'll last longer, do better, and'll gain you experience. Your first aim should always be to destroy the enemy robots.
- If you are on a map with lots of different depots, concentrate your efforts on the strongest – you want to make sure that you get it firmly in your hands before spreading your efforts elsewhere. If two enemy robots stand in front of a depot, leave your opponent with the building. Then, on the next turn, you can simply conquer the depot, avoiding all unnecessary fighting.
- If your opponent has a construction plant, concentrate on putting your troops in the fields around it so that your opponent can't easily bring his armies anywhere near. If he has a plane, leave a strong force defending your HQ – the speed of his plane-assisted movement will mean that he'll take it in no time at all otherwise.

BATTLE ISLE SCENARIO DISK ONE

UBI SOFT AP OCTOBER 1992 – 78%

CHEAT To make things easier, select the 'HUMAN' option from the 'PLAYER' menu, move down to select 'COMPUTER', and when you start you'll have the computer's units and he'll have yours.

LEVEL CODES

ONE PLAYER
Level one – BLOCK
Level two – WATCH
Level three – LAGUN
Level four – BIRMA
Level five – SERPT
Level six – RAMBO
Level seven – YUKON
Level eight – POINT
Level nine – FROGS
Level ten – ITALY
Level eleven – LINES
Level twelve – VARUS
Level thirteen – SOUND
Level fourteen – TWEAK
Level fifteen – NIPON
Level sixteen – FLAIR
Level seventeen – ARROW
Level eighteen – KORSO
Level nineteen – NORTH
Level twenty – FJORD
Level twenty one – DONOR

Level twenty two – LEYES
Level twenty three – JUMPY
Level twenty four – WERFT

TWO PLAYER
Level one – CLOCK
Level two – LOSAG
Level three – BOMBS
Level four – COMET
Level five – PEARL
Level six – MIROR
Level seven – ROMEL
Level eight – MAGMA

BATTLE ISLE '93

BLUE BYTE AP JULY 1993 – 86%

LEVEL CODES

PLAYER ONE
Level one – LUMIT
Level two – LUNAR
Level three – LUTOF
Level four – SONIX
Level five – SOWYN
Level six – SOSOO
Level seven – SONAF
Level eight- RACHE
Level nine – RAMPE
Level ten – RANGG
Level eleven – FILMO
Level twelve – FIEST
Level thirteen – FINXT
Level fourteen – EBENE
Level fifteen – EBSYL
Level sixteen – EBONY
Level seventeen – EBTAR
Level eighteen – KARST
Level nineteen – KANTO
Level twenty – KAROT
Level twenty one – KAISR
Level twenty two – SYBIL
Level twenty three – SFINX
Level twenty four – SYNOM

PLAYER TWO
Level one – LUDOS
Level two – SONNE
Level three – SOTEX
Level four – RASEN
Level five – FISCH
Level six – EBTON
Level seven – KABEL
Level eight – SYTAX

BATTLE SQUADRON

ELECTRONIC ZOO BAP

CHEAT Type 'CASTOR' while playing for invincibility and to get F6 – F10 to cycle through the weapons and F1 – F5 to cycle through power settings. Alternatively type 'ELECTRONIC' for a cheat mode to tweak the game.

BEACH VOLLEY

OCEAN BAP

CHEAT Type 'DADDYBRACEY' and F1 will now skip levels.

BEAST BUSTERS

ACTIVISION AP AUGUST 1991 – 62%

CHEAT Pause the game – and as you'll still be able to move the crosshair around, you can kill everybody.

BEAVERS

GRANDSLAM AP JUNE 1993 – 71%

CHEAT When the game begins, type 'BIGBIGBIG'. You can now skip levels using the F2 key.

BENEATH A STEEL SKY

VIRGIN AP JANUARY 1994 – 86%

COMPLETE SOLUTION

You start at the head of a set of stairs and overhear a security man having a conversation with old Hobbins the maintenance man. Listen to what's being said and walk over to the left. Pull off the rung on the far left and use it to open the door on the right. This creates enough noise to attract the unwelcome attention of the security guard. Before he has time to reach you, walk over to the door on the right and force it open with the rung. The next sequence of events pretty much get taken care of for you. Go back down the stairs and through the exit to the right. You'll see a pile of old junk. Stick your circuit board into this pile. Miraculously, one of the pieces in the pile comes alive – Joey the smartass wise-cracking Droid. Have a chat. Now stand on the lift. This sets off an alarm that alerts Hobbins. As soon as he come through to see what all the noise is about, go through the exit to the right. The next bit is time crucial. Quickly locate and open the cupboard. Grab the spanner inside the cupboard (as you're going to need it later). Go back to the room with the lift. Inspect the transporter droid, then talk to Hobbins. As soon as you've wangled some useful info about the droid, get Joey to fix it. The transporter droid will now go about its business. Wait for it to come back. It will load a drum on the lift. When this happens, jump down the hole. After a small wait, Joey will follow you. Ask him to open the door. No sooner is the door opened than you are confronted by Reich. Miraculously, he will be killed by sparks shooting from the furnace. Search his corpse and pocket his possessions.

From here, go right and right again. At this location there should be an exit into another building. This is the factory. Chat with the woman there – her name is Anna. Wait until a big fat greaser of a bloke comes along. This guy is Lamb, a self promoted supermarket manager type. Tell him you're security and take the exit to the right. This is another part of the factory Take the spanner you nicked from Hobbins and put it into the exposed cogs in the machine. The machine stops working almost immediately. If you put the cursor back over the cogs, it should now read "damaged cogs". Take the spanner back out and head left. Locate the droid at the furthest left of the factory. Use the spanner and then ask Joey if he wants a new shell. You're now in possession of a cooler looking less embarrassing to be with droid. Try walking through the top left door that leads to the storeroom. You will be refused entry. Ask Joey to checkout the storeroom. When he comes back, ask him to disable the fuse box he reports being there. As soon as he gets back, walk into the storeroom yourself. Push the gangway over and pick up the piece of putty you'll find underneath it. Show this Putty to Joey, he'll tell you that it's plastic explosive.

Time to leave the factory. Go along the walkway until you reach the building at the far left. This is the steamroom. Once inside, use the spanner on both of the buttons on the boiler. Ask Joey to press the button on the left and simultaneously press the button on the right. The old man will complain and leave. When he does, pull the switch on the dash on the left. Remove the lightbulb and put the plastic explosive in the socket. Pull the switch again. A door on the bottom of the panel should open and reveal two more switches. Pull the one on the right down. Leave the steam room and go into the lift near the factory. You'll need to use Reich's ID card to do this. Once out of the lift, walk to the left and then go through the doorway on the top right. Use Reich's card on the left slot and enter the room. Pick up the pillow on the bed and pocket the magazine. Travel to the right, past the lift you came out of, until you happen across Travelco. Cover all conversational options and he will eventually swap a tour for the magazine. Go back to Reich's apartment and wait until Lamb arrives. Chat with him. When he mentions going away, hand him the ticket. Head back to the factory via the lift and have another yap with Lamb. He takes you on a tour of the factory but leaves abruptly. After he's left, talk to Anita again. When she asks for your ID card, hand her Reich's. Chat with her exhaustively.

Now leave the factory and jack in to the LINC terminal. Select two, one, one and then two. Jack off and wait for Lamb. Chat with him again and wait for him to authorise your entry to his flat, but before going down grab the cable to the right of the screen (you'll need to get Joey to cut it). Travel down in the lift, pick up the cable then head for Lamb's pad. Use Reich's card in the slot. Use the machine on the right to feed the cat. Pick up the video and pocket it. Leave the area now and travel along the walkway to the far left and enter the building marked 'Burke's Bio Surgery'. Chat with the hologram. Get Joey to persuade the hologram to let you through the door on the left. Go through and chat with burke. Offer him your (er) testicles and he'll give you a Schreibmann Port. Again, exhaust all of the conversational possibilities available. Leave the surgery and travel to the far right and enter the building next to Travelco. Examine the statue, then have another of those exhaustive chats with the man behind the desk. Enquire about a Special Policy and tell him that Burke sent you. When he leaves, ask Joey to weld the anchor off of the statue. Pick up the anchor and go back to the top level again. Head for the steam room and go through the door to the right. Make a grappling hook. Walk up the stairs and out the door. Throw the hook at the shield on the opposite building. Swing over and crash through the window. You'll find yourself in a dark room. Go through the door to the right. This room reveals a strange kind of seat thing – the LINC interface. Use Reich's card in the slot next to the interface and then sit down.

You've now been transported into LINC-space. Pick up the ball you find and head for the exit on the right. As soon as you enter the next room, check out your inventory. You'll notice that it's completely different from the normal one. Use the OPEN program on the carpet bag that you find in this room. Pick up both items, you're going to need them later on. Use DECOMPRESS with the compressed data and DECRYPT with the documents. Take the exit to the right. The next bit is tricky, so pay attention. Use one of the PASSWORD programs with the floor then walk to the right. Lay down the other PASSWORD program. Strictly follow the next sequence; left, pick up the password, go up, put down PASSWORD, right, down, pick up PASSWORD, go up, put down PASSWORD, left, pick up PASSWORD, up, right, down, right,down, put down PASSWORD, up, up and exit. As soon as you're through pick up the bust and the book. DECRYPT the two documents in your inventory, DISCONNECT, go over to the LINC machine next to the lift and use Reich's card. Select option four. Enter the required security number and select one. Read all the documents and digest the information at your leisure. Once read, select zero, then two, then two again. You have now given yourself forty eight hours worth of special security clearance. Exit the system.

Use Reich's card in the slot next to the lift. You'll see that you now pass the body scan with flying colours. Enter the lift. This drops you off in the Security Station. Walk over to the lift on the left and use it. Exit this lift and make your way to the next lift on the left. (You've been here before when visiting Reich's apartment.) Reich's card can now access this lift. You will find yourself at the bottom of the city. Hang around a bit until a fat woman with a dog appears. Chat with her; be nice. Go left until you spot a doorman. Have a chat with him. The main piece of information you'll find out is that you need a sponsor to gain access to the club. Seek out the fat woman (Mrs Piermont) again and ask her to sponsor you. Now walk as far right as you can until you come upon a screen with a young boy and a gardener. Press the button by the door on the right. You'll find yourself inside Mrs Piermont's apartment. Have another chat with her. As soon as she makes her phone call, put the video cassette you have into the VCR. As soon as the dog starts barking at the screen, nip round to his food bowl and steal the biscuits. Leave the apartment and head for the bottom left exit. Examine the double wooden doors of the next location. Use Reich's card to open them and pick up the secateurs that you find. Head right and then go through the top left exit and make your way to the screen with the lift. Put the dog biscuits on the plank and wait.

As soon as Mrs Piermont's dog comes along, wait for it to jump on the plank. When it does, pull the rope. In the ensuing confusion sneak into the cathedral while the guard's distracted. Go through the top left exit and open all the lockers. Leave and make your way back to the top level via the lifts. Then enter the factory and make your way to the location where you last saw Anita alive. Put on the RAD suit that you'll find in the middle locker. Go right and access the control panel. Select two to open the door. Enter the reactor room.

To the right of the reactor you will find Anita's card on the floor. Pocket it and exit the room. Close the door from the control panel. Go left and change back into your coat. Leave the factory and head back to the LINC-space interface via the Security Station's lift. Walk through the exit to the right. Call down your inventory and use the BLIND program on the eyeball. Quickly walk through the upper exit while the eyeball is still blind. Continue in the up direction. Use the PLAYBACK program with the well and engage the hologram in conversation. Go through the upper right exit and once again use the BLIND program on the eyeball there. While it is blind, pick up the tuning fork. Disconnect from Linc-Space. Leave the security building and make your way down to the bottom floor; ie where you first met Mrs Piermont. Traipse along to the location on the furthest left and have a chat with the gardener. Now, head off right until you come across the club. Enter it. If there is a band playing, leave and go and do something until they stop. As soon as they've vacated the area, go over to the juke box and activate it. The manager, Colston, will get up from his chair. Quickly walk over to his table and steal the glass. Examine the metal plate next to the door, at the rear of the club. And leave.

Head for Burke's Bio-Surgery via the lift. Give Burke the glass. Head for the club again. Once there, use the metal plate. The door should open into the wine cellar. Use the metal bar on the packing case. Move the lid over onto the top of the box. Stand on this makeshift platform and cut the grill with the secateurs. Crawl through the narrow passage it exposes. Go right and then through the top right passage. Once again, go right. To be on the safe side, save the game at this point. Do not walk past the hole until you have located the light socket. Put the light bulb in the socket. Exit to the right and save the game again. Go right again and immediately click on the exit on the bottom right. If you don't, you'll be crushed to death. Look above the vein on the wall. There's some plaster there. Loosen it off with your metal bar. Then loosen the brickwork with the bar until a brick falls out. Pick the brick up. Use the bar again and puncture the vein; near the bottom. Once punctured, hit the end of the bar with the brick. A droid will appear from the door on the right. Quickly pick up the bar and take the exit through the door. Have a peek through the grill. Take the upper left exit. Once again, save the game. Go over to the control unit and select two to reduce the temperature. Walk onto the iris and yank the iron bar. Walk off immediately and exit the room. Go right and right again. Put Joey's circuit board into the medical droid that's hanging about there. Tell him to check out the tank room. Wait for him to come back and chat with him about everything. Tell him to open the tank in the nutrient room. Await his return. As soon as he gets back take the upper left exit, the upper right exit and yet another upper right exit. Use Reich's card with the terminal there; select two then one. Exit and go left. Watch the sequence and then take Joey's circuit board out of the droid. Pocket Gallagher's Linc ID card. Go back into the room on the top right. Access the Linc-Space interface using Gallagher's card. Take the exit to the right, BLIND the eye and quickly go up. Use the DIVINE WRATH prog on the crusader. Disconnect, then use Anita's card in the interface slot to re-access Linc-Space. Go right, blind the eye, go up and then right. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect and go to the left. Take the bottom right, pick up the tongs to the right of the glass tank and use them to freeze the tissue that you pick up with them. Exit right, open the middle cabinet and slot in Joey's circuit board. Access the console and select two, zero and three. Chat with Joey. Retrieve his board from the cabinet. Now for some synchronisation trickery. Go to the door on the right and ask Joey to place his hand on one of the plates. As he does so, place your hand on the other plate. The door will open. Go right and right again. Use the cable with the pipe support. Climb down the ladder. Use the tongs with the orifice and save your game. Right click on the cable to swing into the room. After the unfolding scene, quickly tell Joey to sit in the chair.

BIG RUN

STORM AP MARCH 1992 – 61%

CHEAT Pause the game, move the joystick LEFT, RIGHT, DOWN, UP, UP, LEFT, DOWN and RIGHT (centring the joystick each time), the screen will flicker and infinite credits will be yours.

BIRDS OF PREY

ELECTRONIC ARTS AP JANUARY 1992 – 81%

PLAY TIP When creating a new pilot, start the pilot on the opposite side from which you want to fight on. Select any mission and any plane (although Border/Sea Patrol and General Dynamics F-111 or Sukhoi Su24 Fencer are recommended), load up with ground attack weapons, taxi out of the hangar and cannon down your own airbase. Continue taxiing around blasting the air control tower, radar, aircraft shelter and hangar (but don't start shooting until you've left the hangar or the doors will close and seal you in, and don't get within half a mile of any or you'll get caught in the explosion). Take off (bombing the runway on your way), cruise around and blow up any friendly ground targets you can find. You will be labelled a traitor and assigned a new home base on the side you actually want to fight, so head for this base when your fuel/ammo runs low. You can then proceed as normal, only your side will have a huge head start. The war can be shortened to a fifth of its normal length through this method, and you can also land on an enemy runway during the mission and blow it up from the ground rather than zooming all over the place trying to line up good aerial shots. But don't blow a hole the runway before you try it. And beware of aircraft taking off while you try to land.

BLADE WARRIOR

IMAGE WORKS AP SEPTEMBER

1991 – 77%

COMPLETE SOLUTION Gather enough ingredients to make the Heal and Water spells, visit the West Wizard, trade the ingredients for the Travelle spell and then again for the Amulet of the Moon. Make the Travelle spell, get the key from near the Swamp Wizard's tower, go to Ginti's Amulet, collect the key, kill the skeleton guards and grab the Amulet. Visit the Swamp Wizard, trade the Amulet for a tablet fragment, collect the silver ring from the South Wizard level (killing the skeleton guards and grabbing the ring as you go), visit the South Wizard, trade the ingredients for a Stone Flute, go to the northeast top corner of the map and get the Veritas leaf. Visit the Pine Wizard, trade the ingredients for another Stone Flute, the Veritas leaf for the Name and the 'Air' ingredients with the West Wizard for the Smoke and Earthe spells. At the top of the map, locate the bee hive, cast the Smoke spell, attack the hive, collect the crystal, go to the West Wizard, trade the ring for a tablet fragment, either Flute for the helmet and the Talisman of the Moon for the stone tablet with the North Wizard, the Name for a tablet fragment and the Helmet for the Travelle spell with the East Wizard. (You already have this but the Wizard must already have the helmet for the next trade to work.) Caste Earthe repeatedly to kill the flying banshees on the East Wizard's.Take the Banshee Wail (you need to cast Earthe six times to do this), go to the Palace Wizard and trade the Wail for a tablet fragment.Take the path leading to the Sorcerer's tower,locate the Swamp Fish Sparkle and trade it for a tablet fragment with the Pine Wizard. Go to the South Wizard and trade the Crystal for a tablet fragment, visit the Sorcerer and he he will charge your sword. Now all you have to do is to find and kill Murk.

BEVERLY HILLS COP

TYNESOFT BAP

CHEAT Type 'MELLIE' on the difficulty menu to get to all parts of the game.

THE BLUES BROTHERS

TITUS AP NOVEMBER 1991 – 87%

CHEAT On the character selection screen, type in 'HOULQ', press a number between one and six (to chose your starting level) and top it off with a tap on the SPACE bar.

PLAY TIP When finishing a level, get to the second of the two flags and you'll carry your record collection onto the next level.

BOB'S BAD DAY

PSYGNOSIS AP DECEMBER 1993 – 85%

LEVEL CODES

Level two – ZBFBCYPD
Level three – ZBFBCYOD
Level four – ZCKBCXND
Level five – YBFBCYQD
Level six – YCKCCXPD
Level seven – YCKCDXOE
Level eight – YDPCDWNE
Level nine – XBFCDYQE
Level ten – XCKCDXPE
Level eleven – XCKDDXOE
Level twelve – XDPDDWNE
Level thirteen – WCKDEXQF
Level fourteen – WDPDEWPF
Level fifteen – WDPDEWOF
Level sixteen – WEAEEVNF
Level seventeen – VBFEEYQF
Level eighteen – VCKEEXPF
Level nineteen – VCKEFXOG
Level twenty – VDPEFWNG
Level twenty one – UCKFFXQG
Level twenty two – UDPFFWPG
Level twenty three – UDPFFWOG
Level twenty four – UEAFFVNG
Level twenty five – TCKFGXQH
Level twenty six – TDPGGWPH
Level twenty seven – TDPGGWOH
Level twenty eight – TEAGGVNH
Level twenty nine – SDPGGWQH
Level thirty – SEAGGVPH
Level thirty one – SEAHHVOI
Level thirty two – SFFHHUNI
Level thirty three – RBFHHYQI
Level thirty four – RCKHHXPI
Level thirty five – RCKHHXOI
Level thirty six – RDPIHWNI
Level thirty seven – OCKIIXQJ
Level thirty eight – QDPIIWPJ
Level thirty nine – QDPIIWOJ
Level forty – QEAIIVNJ
Level forty one – PCKJIXQJ
Level forty two – PDPJIWPJ
Level forty three – PDPJJWOK
Level forty four – PEAJJVNK
Level forty five – ODPJJWQK
Level forty six – OEAKJVPK
Level forty seven – OEAKJVOK
Level forty eight – OFFKJVNK
Level forty nine – NCKKKXQL
Level fifty – NDPKKWPL
Level fifty one – NDPLKWOL
Level fifty two – NEALKVNL
Level fifty three – MDPLKWQL
Level fifty four – MEALKVPL
Level fifty five – MEALLVOM
Level fifty six – MFFMLUNM
Level fifty seven – LDPMLWOM
Level fifty eight – LEAMLVPM
Level fifty nine – LEAMLVOM
Level sixty – LFFMLUNM
Level sixty one – KEANMVON
Level sixty two – KFFNMUPN
Level sixty three – KFFNMUON
Level sixty four – KGKNMTNN
Level sixty five – JBFNMYQN
Level sixty six – JCKOMXPN
Level sixty seven – JCKONXOO
Level sixty eight – JDPONWNO
Level sixty nine – ICKONXQO
Level seventy – IDPONWPO
Level seventy one – IDPPNWOO
Level seventy two – IEAPNVNO
Level seventy three – HCKPOXQP
Level seventy four – HDPPOWPP
Level seventy five – HDPPOWOP
Level seventy six – HEAQOVNP
Level seventy seven – GDPQOWQP
Level seventy eight – GEAQOVPP
Level seventy nine – GEAQPVOQ
Level eighty – GFFQPUNQ
Level eighty one – FCKRPXQQ
Level eighty two – FDPRPWPQ
Level eighty three – FDPRPWOQ
Level eighty four – FEARPVNQ
Level eighty five – EDPRQWQR
Level eighty six – EEASQVPR
Level eighty seven – EEASQVOR
Level eighty eight – EFFSQVNR
Level eighty nine – DDPSQWQR
Level ninety – DEASQVPR
Level ninety one – DEATRVOS
Level ninety two – DFFTRUNS
Level ninety three – CEATRVQS
Level ninety four – CFFTRUPS

Level ninety five – CFFTRUOS
Level ninety six – CGKURTNS
Level ninety seven – BCKUSYQT
Level ninety eight – BDPUSWPT
Level ninety nine – BDPUSWOT
Level one hundred – BEAUSVNT

BODY BLOWS

TEAM 17 AP APRIL 1993 – 89%

CHEAT To access the cheat screen, with the choice of infinite energy and credits and the option of playing as Max, plug in two joysticks, wait for the option screen, push the joystick in port one left, the one in port two right and hold them for about six seconds.

PLAYING TIPS

Playing as Loray, here's how to beat the other characters:

- COSSAK: Despite his strength, he is very slow. A constant barrage of Flame of Buddha ought to take care of him until he gets too close, at which point you should get yourself in even closer and try an Arrow Hand or a Super Kick or two.
- NINJA and DUG: Provided you keep your distance, the Flame of Buddha should see these guys through.
- MARIA: The Flame of Buddha isn't quite as effective on Maria as other characters. You may need to get in close, beat her to the ground and tie-in the Arrow Hand with various other moves.
- MIKE and JUNIOR: Get them in a corner and kick their shins in.
- YIT-U: One of the hardest guys to beat, attack immediately with the Floor and the Arrow hand. If he does manage to get away then do a low block until he has done his special move. If you can it is always best to get him into a corner and get his legs.
- NICK and DAN: The Flame of Buddha is a good idea again, making sure you block their energy bolts.

BRAT

IMAGE WORKS AP MAY 1991 – 65%

PLAYING TIPS

Keep your attention at least three steps ahead. Make full use of the Stop and Reverse scrolls and Stop Brat icons. Always try to collect any milk bottles – to activate the bottles after a fall, click the flashing bottle in the panel before the countdown ends. Don't waste bridges. If your inventory is full and you reach an essential item, drop surplus supplies in front of you so that you can pick them up again as you go on. Use the rubber to get the money back on misplaced arrows and scroll icons. Weights are extremely useful for toggling trapdoors or switches. And the green hovering bridges can only be walked onto when they are not moving, although you can step off a moving bridge.

TOYTOWN

Mice like cheese, but once the mouse has finished he'll be back on your track. Place lollipop poles on the road before the car reaches it. And on the final level, note that the spinning tops can be trapped by placing a piece of bridge and on blocking its exit with a weight.

PARK LAND

A Stop scroll helps aids timing easier when jumping off the roundabouts. Drop meat to the sharks as soon as they appear on screen. Submarines will check all directions for possible targets before they fire multiple torpedoes, and make sure you have a parachute before letting Brat walk onto the blue parachute jump arrows.

MOON BASE

The circular homers must be blown up before they reach home and open their trapdoors. Homers only move if they can see their destination point on screen. Weights can block the laser-bolt cannons. The multiple switches on the moon base have a double-switching order, in the sequence orange-red-green-blue (eg orange switches orange and red, red switches orange and red and green). And space slugs will eat your arrows – as they do turn and face the direction in which the arrow is pointing.

THE OBJECTS

- CARS: Use lollipop poles or dynamite.
- DUCKING BIRDS: Stop before the bird and wait until he ducks his head three times – then go
- MICE: Use cheese
- DOGS: Use bones
- SPINNING TOPS: Block with weight
- TOY SOLDIERS: Use rag dolls
- JACK IN THE BOX: Place weight on top
- ROCK PILES: Use dynamite or grenades
- LARGE ROCK PILES: Match to cannon after aim set by pressure pad
- DRAWBRIDGES: Toggle with Brat or weight
- TRAP DOORS: Use pressure pads
- SHARKS: Use hams
- MINES: Use torpedoes
- YACHTS: Use torpedo
- HOPPERS: Use drawing pins
- STINKBOMB: Use aerosols
- MOLE: Use the spade
- MODEL PLANES: Use firework rockets
- GREEN ROBOTS: Use grenades.
- RED ROBOTS: Use the blue and yellow pass
- FORCE FIELD GATES: Use the appropriate coloured pass, placed on gate
- AIRLOCKS: Use pressure pads
- METEOR FIRE: Use water pistols
- GREEN HOPPY MONSTER: Use glue
- GREEN SPACE ORBS: Use springs
- CANNON: Block with weight
- SPACE SLUG: Eats arrows and follows their direction
- SPACE MOLE: Drop weight on head when mole comes out of the ground
- DROPS: You're going to need a parachute.
- COLOUR PADS: These are coded. It's your job to make them all flash on.

BRUTAL SPORTS FOOTBALL

MILLENNIUM AP DECEMBER 1993 – 88%

PLAYING TIPS

BONUSES

- RABBITS: Charge towards the goal in a zig-zag fashion and run it in.

- WALKING BALLS: Once selected, run into the goal mouth and wait for the ball to follow.
- ICE CUBES: Use when the opposition is nearing your goal or when in the vicinity of the centre line. They are also useful if you want to give another player a good kicking.
- TORTOISE: Boot the ball away instantly!
- LIGHTNING: Use only when not in possession.
- BUBBLE: Charge!
- BOMBS: Run to the goal mouth and tap fire, but be careful if you have the Rabbit, because you can run into your own bombs. And never (ever) hit a man with Bombs on. It isn't nice.

PLAY TACTICS

At the start of a match, run your uppermost player over to punch his opposite. When the screen re-centres itself, dive on the centre forward, stomp on his legs and the ball should land in your hands.

SCORING

When facing a trickier computer opponent, kill off his goalie and kick the ball from halfway between the centre and the line to its right – it should land cleanly in the goal. When a chum is brought in, locate a sword, take his corner, wait for a suitable player to arrive and hack the bast down – keep this up for long enough and you wipe out the entire team! Dragons are an easy opponent (boot the ball down the pitch and punch anyone who gets in the way), Rhinos are slightly harder (play for goals) and Goats can be a real problem (defence – in the form of hitting and stomping on as many of the opposition as possible – is the key)

PASSWORDS

- First League, Assassins vs. Berserkers: ZXXXVF2!Y, 22QBNSMNP
- Top League, last game of season with a ten point lead: HCZB203MQ, YNTYMKRRR, MESSIAH—

BSS JANE SEYMOUR

GREMLIN BAP

LEVEL CODES

Level ten – VICTORY
Level twelve – FRENZY
Level fourteen – CROWDED
Level sixteen – VOLTAGE
Level eighteen – PRIMATE
Level twenty – TRIUMPH

BUBBA 'N' STIX

CORE AP FEBRUARY 1994 – 84%

COMPLETE SOLUTION

LEVEL TWO

PASSWORD – VXWPXJJ668

Push over the barrel, use Stix in the hole, bash the top off the next barrel, stir, move left, to the Creature Dispenser and order a Red Monster. Whap him one (he'll jump into the food), hit switch one, climb onto the first platform to activate switch two and bounce on the Bouncy Monster to reach the second platform and switch number three. Scoop your reward from platform three before checking out the teleporter. At Teleport Central you see that five zones are at your reach (Zones one to five – you started at four), all at the flick of the switch. For now, walk left, jump the blockage, wait for and knock off the monster on a skateboard and skate your way to the Creature Dispenser. Swipe the milk bottle before using another board to lead the creature to the teleporter. Go to two. Avoid the monsters to the right until you reach the Milk Monster. Up, left, and use switch two to deactivate one of the security doors, teleport back to four and from here to three. Skateboard to the right wall leaping off at the last minute. The Dispenser administers you with a Beach Ball Creature; hit it to the teleporter and go to four, and use it to reach the high left, platform above. Head right on a skateboard and order a Flying Alien from the Dispenser. Having teleported to five, go right and jump up to point A. Knock out the Flying Alien and jump on him. Hit switch one to activate the moving platform to take you to the platform above left. Depress switch three to turn off the security dooright, and making sure the Flying Alien is in tow, teleport off to four and then three. Use said alien to negotiate the platform to the left, and again to short-out the electric field whilst you head upwards. De- security the doors to the left, and return to four. Use the Beach Ball to half-inch the Snooker Ball Creature from the uppermost left platform and teleport the pair of you to two. Prod the Snooker Ball Creature leftwards until it turns both switch one on and the electric field off, retrieve the Snooker Creature from the field and push him him left, so that he eats Monster Two. Continue left, until you reach a stack of barrels, hit the lid off the top one and mix it. This will cause a bubble of gas – jump on to it to turn on Switch Three and indirectly the fans above. Mix the barrel again, jump on the bubble but this time duck and crawl when necessary as you near the top. Move right in order to deactivate the final Security Switch, teleport back to four and exit.

LEVEL THREE

PASSWORD – KY57DJSYNN

Coincide your first jump with the falling rock sticking in the lava and continue left. You'll need to hit the rocks blocking your path and the large square rock in the ceiling (causing an earthquake) some way along the line. At the tightrope nudge the small rock over the fire spout and you'll be able to reach the rock shelf. Make right (using Stix in the holes where necessary) until you reach the moving rocks in the lava flow. Climb this, jump to the left and continue to the right, keeping a watchful eye out for stalagtites and knocking the lid of the pipe when you come to it. By hitting the car and stepping on the switch to the left, once only, you will find that the back at the pipe the car is beginning to flatten down the blue blob for you. When it has done so use the blob to bounce up the pipe. You reappear in an area with seven Bubbs. One is lit with the lever at the start, the others in areas A to E as indicated on the map; to reach these you must hit the Alien Zoo Keeper up so that he disappears up the pipe and follow him through. To reach area A take the pipe which takes you to the room containing bonuses and an extra life. Exiting will appear you in a bubble moving from point one to point two on the map, but before this you must place Stix as indicated on the map. Now, as you reach the top of the bubbles recall Stix to burst the bubble and let you out. The first lever is obvious, the second is secluded behind a door – jump on the head of the green squiggly aliens to reach the switch to open it. Areas B and E are simple, so enough of them. So's D actually: jump off the side of the starting platform but avoid the lift ramp button, re-open the door with Stix who you will find turns into what looks like a green sausage. He'll be back to normal when you reach the switch beneath the green funnel. Area C is a bit of a bast though; jump onto the moving scoop to reach the right side of the wire. You need to reach the other side, but beware of the fire ball which appears and chases you when you've got about half way. Use the spinning balls as a platform to reach a hole for Stix which drops glue on a switch to the right. Get up to the switch on the roof above the splat of glue via another set of balls, cross the rope with haste, pull the final lever on the high platform and exit through the funnel you began the level through.

LEVEL FOUR
PASSWORD – X65YX36T5Y

At the first restart alien place Stix in the hole above the switch, jump up left, from the tongue, call and place Stix in the hole and jump up then right. You need to do this bit very quickly. Leap to the left from the two platforms and crawl through the spiked hole. By calling Stix from the wall him when the water has reached its highest point you will be safe to swim right to the switch. As the water drops negotiate the platforms downwards. Crawl beneath the firing spikes to a huge baseball. Jump onto it, hit the roof switch and open the door with the wheel. The water will drop again but will rise allowing you to use the ball to cross using the switch or Stix. Through the door, jump into the water, smash the pillar, swim across the spikes and drain the water. Continue right until you reach another baseball, fill (then empty) the area with water, wedge Stix above and when the water has reached feet level on the highest platform to the left, call him to pop the ball and spurt you upwards to the wooden platforms. Now having killed the bath aliens: use the dial to open all the mouths; use Stix in the hole to shoot out then to burst the ball; take a running jump to cross the wooden bridge; use Stix again to rise the water; move in on the blue blob past the spikes and throw Stix to land the blob, a makeshift stepping stone, in the water.

LEVEL FIVE
PASSWORD – 1JDP6NWL19

Run over the moving walkway and wedge open the mouth of the alien with the brolly. Right, dodge the lasers and stun the security robot to head up. Left, to the floor switch, spring onto the plunger robot as it rises, left, to another switch and right to initiate the laser. Drop down and continue left to the flying security robots. Use them to reach the baggage carrier. Push the non-spiky case on top of its spiky friends and jump on. Knock another case down when opportunity knocks, activate the switch to the right on the roof and knock it off the robot along the baggage carrier. When it reaches the end push it off and take a running jump in order to knock the case on to the next carrier. Run fully left to catch up with the case on the moving platform. Jump on and left, to the restart alien. Wedge Stix in the hole and crawl over the moving walkway. Use the security robot and Stix to circumnavigate the wall and drop down. Run right, use the security robots to reach the baggage robot – you will end up at the back of a spaceship. Leap right, across the tightrope, avoid the robot and locate the broken baggage robot. Hit it, jump on, and as it reaches its maximum height leap onto the tightrope and left, to the restart alien. Now all that remains is to kill the end baddy, for which the very best of luck is wished.

CANNON FODDER

VIRGIN AP DECEMBER 1993 – 94%

CHEAT Save your games as 'JOOLSRIP', a message reading 'CHEAT MODE ACTIVATED' will flash up, and you'll find that your troop leader will have become a Four Star General.

PLAYING TIPS

- Due to something apparently known as 'Space Restrictions', the Complete Guide to Cannon Fodder that we do have access to won't be making an appearance in this book. What we will do, however, is to elicit some information on some of the more controversial and talked about missions (and, all right then, maybe even some of the final ones too), but leave you to figure out the majority of this, the certified joint-best Amiga game ever, for yourself. With, of course, the option of sending off for The Future Publishing Amiga Power Fully Illustrated Complete Walk-through for every Mission with lots of Annotated Screenshots and Nothing missed out at all because it's been officially approved by Sensible Guide to Cannon Fodder, for £9.95.

MISSION EIGHT, PHASE TWO
Shoot the first rocket launcher, hide behind the ruined hits, send one guy to grenade and then rocket the launchers across the water. Once these are dead, send two or three guys over to the far side of the water. Walk the remaining soldier up to the palm tree and barrel where two rocket launchers will self destruct. By moving fast you can shoot the remaining two. Pull him back and leave him to defend himself. With the other three, charge the next bunker, shoot the first launcher, then go round to the front and grenade the second. Head round the back of the next bunker and take out the final one. Make sure everybody within range has been gunned down before crossing the water. Clear a path to the turret, then once inside fire at as many bunkers as you can. Aim too close, though, and you're in serious danger of blowing yourself up.

MISSION EIGHT, PHASE FOUR
Shoot the soldier coming out the tunnel, grenade the hut over the trees, blow up the jeep, retrieve your wheels, bomb the hut and send one guy to take out the three launchers (the third will need a rocket). If you put all four guys in the jeep only two or three will ever make it, so leave one on the cliff top to cover and then jump the jeep into the water. Make sure that everyone in the jeep forms only one unit, so they'll all get out at the same time when the jeep sinks. Head straight to the far side and grenade both the hut and the launcher over the tees. Run straight past the turret and keep moving until you reach the far side. Shoot the remaining launcher, cross over, head down the bank, grenade the jeep, man the turret and blow up the bunkers.

MISSION TWELVE, PHASE FOUR
There are two snowmen in the top right hand corner, and if you walk up to and stand next to the fat one you should become invincible for the remains of the phase.

MISSION TWELVE, PHASE SIX
It is possible to complete this level without using the chopper or pressure pads, and with only one man. Head east to the first bunker and destroy the gun on top. Now go southeast, destroy the enemy chopper before it takes off, head anticlockwise taking out the enemy guns, run to your own gun on top of the factory and take out the factory door. Make sure that the man you send has all the rockets, though, and you should be through before you can even begin to wonder how you ever had any trouble with this level.

MISSION NINETEEN, PHASE ONE
You need three men to finish this mission, so if any get killed, it's best to press ESC and try again. Head straight up to the building at the top and position the troops to the right side. Split off two men and head right to the pile of junk, where you'll come under fire from a jeep. The idea's to run towards the junk, lob a grenade over to the other side and then scoot off quickly, otherwise the jeep either shoots you, or jumps over the junk and flattens you. Head these two guys down to the wall and avoid the grenades raining down from the chopper. After a bit, it'll get bored of trying to kill you and head down to where it'll land. Hug the right side of the screen to avoid the turret, and rocket the sucker. Then go back to the wall and stand on the white pad in front of the door. Switch to the other blokes, split one off and leave him on the other white pad, then go to the building in the middle. Once again, you'll have to avoid fire from the turrets, but when you stand on the final pad it'll glow red and the helicopter will fly over. Get in and kill everyone. Just keep firing, keep moving and cover all the doors while you get to the turret, and then don't blow yourself up by firing too close.

MISSION TWENTY FOUR
PHASE ONE: Put one man in the tank and then take out all eight turrets. Remember to keep moving. Killing the dossers is optional on this level.

PHASE TWO: Although there are three helicopters, only one has rockets, so assuming you survive the initial firefight, it's a simple walk up to it. Watch your back, and throw grenades over walls to take out any opposition before you meet it face to face. Then blow everything up.

PHASE THREE: Put one man in the chopper, but keep all the grenades with the rest of the team. Send the team as far forward as you can, then take the chopper up the screen. The mines detonate as soon as you fly over them, and if you're lucky, one of the enemy will lob a grenade at you and blast one or both of the doors. Otherwise, bring up the team and grenade the doors from the rocky outcrop , and finish off any survivors by landing the chopper on them.

PHASE FOUR: Run up to the top corner and put one man in the chopper.

Now if you can manage it, the idea's to take out the four turrets in one pass. (If you fail, they'll launch homing missiles that plague you for the rest of this phase.) Assuming you've got a couple of these blighters on your tail, then the helpful hint to keep moving applies more than ever, so blast the computer until the dome's destroyed, all the doors, consoles and pretty much everything in graceful fly-bys. The enemy helicopters land in the corners so why not pop by occasionally to see if they've landed?

PHASE FIVE: Whereas the homing missiles were a bit of a drag in the last phase, they're a disaster in this one, so if your chopper picks one up, press ESC and try again. Cross the water and send one man to get the jeep then race past the two turrets and jump into the helicopter. Blast the turrets, then sneak down the screen until you can just see the next turret, fire off some shots and back off. You need to do this for every turret, but each time you back off you can take out the door or any survivors. Once you've taken out the remaining four turrets, paste the area with rockets and then pick up the leader. You can't miss him, he's the one with the flashing red light on his head. Fly him back to the tent to finish the penultimate level of the game.

PHASE SIX: This is it, and to mark it as something special, there's no map, only a 'TIME TO DIE' counter. You've got about four minutes to finish this, otherwise bombs go off everywhere and kill you, so you have to try and do several tasks at the same time. Start off by lobbing grenades at the first set of blast doors, then go down the ladders and head left. As the team passes the next set of ladders, split one man off and give him all the explosives. He's got to blast his way round to the pressure pad, but make sure that you use up all his grenades before you leave him otherwise he tends to kill himself. While you're doing this, move the rest of the team to the middle and split them. Send two as far down as you can, and send the other two straight up, but keep to the right. As soon as the enemy turret opens up on you and blows itself up, head back down and go right. Climb the ladder, get in the turret, blast the other turret, kill everything and then stand them on the next pad. Which leaves the team at the bottom. Swim them over to the ladder, but stop at the bottom rung and fire upwards, as the ladder's mined. When you get this lot to the final pad, it'll glow red and both your helicopter and the enemy's will come over to you. You've now probably got only about fifteen seconds to blow up all the doors and kill the remaining soldiers while the enemy chopper fires heat seaking missiles at you.

CABAL

OCEAN BAP

CHEAT Type 'SCHLIKA' during play. The border will flash, and you now have infinite lives and can skip levels with F2.

CAMPAIGN 2

EMPIRE AP FEBRUARY 1994 – 51%

PLAYING TIPS

GENERAL TIPPERY

Adopt a sensible order of battle. Depending on the enemy, you will need to advance in line astern (to avoid detection) or line abreast (to attack or defend across a broad front). Use dumps to ensure that your forces are always well provisioned. If they run out of fuel, they will stop and dig in. This is all right when the enemy are looking for you, but not vice versa. Running out of ammunition is more serious since they will only be able to conduct very limited operations. Running out of food is the most serious shortage, since when this happens all of the affected troops will surrender immediately. Ensure that your forces are each provided with artillery, aviation and air-defence sections, since these can play a decisive role in battles. Both automatic and manual battles can use these supplementary forces to good effect, so don't neglect them.

BATTLES

● HELICOPTERS: Helicopters are enormously powerful when used skillfully, but it is difficult to both fly and fight. The best answer is to have a two player team, one flying, and the other firing missiles or using the gun automatically, selecting targets using the cross-hair. A stable platform is necessary when using the weapons, so try to avoid high speed manoeuvres while aiming your missile to keep the missile locked on.

● TANKS: The auto gunner is pretty accurate, but doesn't take speed into account because it just aims at the current position rather than where the target will be when the shell hits. Your skill in shooting will be better than the automatic system when you can anticipate the target's position. It is therefore sensible to drive across the enemy's field of view rather than directly towards or away since your move will not be anticipated. Try to avoid staying still as this leads to near certain death. With the modern fully-stabilized turrets, it is possible to 'jink' (ie zigzag) whilst aiming at the target, but this demands practice especially if one player is both the driver and the gunner.

● APCS: The older APCs (M113, FV432, BTR-70, etc) have only a machine gun for local defence. This is no use except against infantry in the open so, as soon as an enemy is spotted, disembark your infantry. They will be armed with a selection of weapons, hopefully including an anti-tank missile. It is important to disembark your infantry in good time, since the individual soldiers will only select targets and shoot when they are standing still. When using the new MICVs (M2 Bradley, BMP, etc) don't forget to use the guided missiles – these are very effective, but require attention to guide them in flight. As soon as an enemy vehicle spots an APC with infantry it will open fire with its machine guns. But the risk associated with disembarking your soldiers is probably outweighed by the enemies lack of shooting skills.

- AIR DEFENCE: Successful air-defence can make all the difference. Some vehicles (Strela 1 & 10, Rapier, etc.) have anti-aircraft missiles which can home onto their target automatically. Use these vehicles to provide effective air-defence. With practice, they can be very useful. They will fire automatically but can be targeted faster than this. Since each missile will home in on its selected target the vehicle can fire multiple missiles against multiple targets simultaneously by locking on, firing and then repeating the procedure until all targets have been accounted for. The automatic gunner should be used for gun-based air-defence vehicles (such as ZSU-57-2, ZSU-23-4, M163 Vulcan) unless you are very skilful. The automatic systems are good at staying with the target, unless it gets too close or far away, whereupon it will lose it.
- ARTILLERY: Don't forget that the artillery shells don't land for about thirty seconds post targeting and will be scattered across a fairly large area, so you must keep your forces well away from the intended target zone to avoid them coming under friendly fire.

CAPTAIN DYNAMO

CODEMASTERS AP OCTOBER 1992 – 57%

CHEAT Enter your name as 'PURPLE RAIN' on the high score table for infinite lives, and use the – and + keys to go back and forth through the levels.

CAPTAIN PLANET

MINDSCAPE BAP

CHEAT Rather weirdly, you'll need a copy of Captive for this one. Insert it during the level select screen and press FIRE. When you get a 'DISK ERROR' message, insert the correct disk and the cheat mode is active. If you don't have a copy, then you could try either entering your name as 'CAAA' or pressing ESCAPE during play. Don't blame us if nothing happens, though.

CARDIAXX

ELECTRONIC ZOO BAP

CHEAT Pause and type 'RACHEL' followed by SHIFT and G to stop the clock. Also, try the left SHIFT and H, and if that doesn't work, try pausing to type 'CAROLILY' for infinite energy. This last one might make the game crashing by about level three, though, so be warned.

CARRIER COMMAND

US GOLD BAP

CHEAT Pause, type 'THE BEST IS YET TO BE' and press + on the keypad. A message will appear saying 'CHEAT MODE ACTIVE', and your craft will be rendered invincible. (So now you can land Mantas on enemy runways to refuel, and hover happily without using any power.)

PLAYING TIPS

GENERAL TIPPERY

Make the first two islands captured Factory islands, the next two Resource and the next four Defence. The high number of Defence islands is to protect your home island – if this falls it's Game Over. Keep advancing towards the enemy base island.Once this is captured the enemy supply line is destroyed, effectively immobilising the enemy carrier.

FUEL AND SUPPLY PRIORITIES

These should be set as soon as possible as supplies run low very quickly. Carrier fuel should be high priority, with Manta and Walrus fuel on medium. High priorities in supplies should be Mantas, Walruses, ACCBs, long range coms pods, all missiles and viewing drones. Keep moving the supply islands up or you'll end up stranded without fuel. Try to have a number of routes from your home island to your stockpile island so it's harder for your opponent to cut your supply lines.

ATTACKING OCCUPIED ISLANDS

- METHOD ONE – CRUISE MISSILES: Deploy all drones to the rear of the ship and then reverse towards the island. Stop the carrier before you run aground and launch a viewing drone. When the command centre comes into view let it have it with a couple of missiles. When the command centre is destroyed, simply occupy the island with a Walrus armed with an ACCB.
- METHOD TWO – MANTAS: Arm a Manta with seven missiles (these can be used against ground targets), launch it and fly at the command centre at full speed, ignoring the attacks which will be coming from all sides. Launch missiles at the command centre until it is destroyed, then occupy with a Walrus as usual.

CAR-VUP

CORE BAP

CHEAT Type 'R.J.TOONE' on the highscore table for infinite lives or, during play:

- PUSSYCAT – for nine lives
- WOAARRGGH – for super speed (hit Z to brake)
- WHOOPSIE – to start on the prehistoric level

'BUMPER', 'BARMY' and 'ARNIECAR' might do something too, somewhere.

CASTLE MASTER

INCENTIVE BAP

CHEAT Start the game, press SHIFT, L and then the right mouse button about twenty five times and you should hear a noise. Look around and you'll see four blocks; shoot them for (from left to right) infinite lives, all the keys, the game ending or rock travel.

CELTIC LEGENDS

UBI SOFT AP JANUARY 1992 – 89%

PLAYING TIPS

- Do not use the Vampirisation spell on snakes, skeletons and angels because you will lose life points – skeletons have no blood, snakes are cold blooded and Angels do not have normal blood. Be careful of the Vampirisation spell as you not only absorb an enemy's life points through his blood, but any of his nasty viruses too. Viruses work faster in some seasons, and can sometimes prevent a character recovering life points from wounded characters (or, at least, slow the process down). In winter, for example, the weather is harsher so it's harder to kill a unit with a virus. On Cromlech terrain the enemy can cause serious damage as he has more magic power and the advantage of first strike. It's best to attack the enemy here rather than getting yourself trapped – you can create military units gaining access to three more spells.

● To take an enemy castle defended by magicians, cast a Contamination spell and send in some expendable soldiers. The magicians will lose five life points every thirty seconds but remember that you will have to wait a few minutes for the viruses to act. There are several different magicians – a magician of level six or above can start storms by casting the Incantation spell even if he's not on one of the squares around a pentacle; useful for instance, to take advantage of the thunderstrokes of a more powerful enemy.

● In tactical mode certain squares are surrounded by trees or other landscape elements which make them inaccessible other than by teleportation. As keeping a character on one of these squares for too long loses five life points per turn, you must keep enough magic points to get him to another isolated square during the current tactical phase. Also, a transformed character will not keep any viruses caught under his temporary form – he loses them by returning to his original form. He doesn't keep the experience gained in combat in his temporary form either. When he transforms he has two movement points whatever his race, so you can use this spell over and over again to surprise an enemy who thinks he is out of range.

● The Invisibility spell, lasting nine tactical turns, is a very effective weapon of defence if you cast the Virulence spell on all the enemies present first. This spell will give a virus to an enemy unit and they will lose life points – but watch out you don't give it to your own people too. An invisible character cannot be moved, so remember that an enemy may be waiting for the kill as soon as you reappear. A good remedy is to place one of your strong characters on the same square so that you reappear when he moves off the square. This keeps you invisible (and thus safe) for as long as the character is present.

CHAMPIONSHIP MANAGER '93

DOMARK AP JULY 1993 – 80%

PLAYING TIPS

● On a one player game, still pick two teams – one for yourself and one with good players and lots of money. Now pre-season you will be able to buy their good players cheaply and sell them your rubbish ones. In a two player game, if a computer team expresses an interest in one of your players, then to make things nastier for the cash-wielding computer team in question get your human counterpart to approach to buy, but not actually bid.

● Although old players are likely to retire after a couple of seasons, their low cost and high ability still make them a wise investment. The use of mature premier league players will help you rise up from the lower divisions, and the value of high performance youngsters can be increased by bringing them on as a sub when your team is a few goals up. Also buy young players to cover the positions held by older players, then when decline for the old guys seems imminent, you can sell them off to a suitably gullible club before their values fall, replacing them with the younger player who should be experienced enough to take over.

● Use tactics to suit your players' strengths by building a squad of players with similar strengths such as passing or pace. The best formation to use is 5-3-2; the use of three central mid-fielders is the important factor, as your success in the game is virtually dependant on the strengths in this position. You should have five or six decent mid-fielders in your squad and alternate them to maintain fitness. Use variations in strengths also; where you might have all players with pace and passing, it is wise to blend your flair players with your hard tacklers. Use a sweeper who is good at passing, heading and creativity. Push forward on the full backs for extra width and remember that their distribution skills are possibly even more important than their tacking abilities. This type of team suits the counter attack though the pass to feet approach is always successful.

THE CHAOS ENGINE

RENEGADE AP FEBRUARY 1992 – 89%

CHEAT Enter all Ts, Vs, Xs or Ys into the password and before you start level one you will enter the shop with loads of lives, and even more money.

PLAYING TIPS

On world one, level four, proceed the long way round to the left and then up to the left until you find the entrance to a forest to the right. Do not enter yet, but head left, up a bit more, collect the Party Power star and run back to the forest entrance before the countdown runs out. After reappearing in the forest you should notice that both characters have powered up flowerpower and speed, just as if you had collected the star, but as there is no countdown your characters will remain like this until you lose all your lives.

CHASE HQ

OCEAN BAP

CHEAT Hold down the left mouse button and joystick FIRE while typing 'GROWLER'. The T key will now reset your time when you are running out. Also, when you should press FIRE to start a game, press SPACE rapidly instead until the game starts. You should now be able to reach over a thousand miles per hour, although what this does to your road-handling (especially during spins) may come as a surprise. It is also alleged that pressing SPACE on the 'MUSIC ON/OFF' screen gives extra turbos.

CHASE HQ II

OCEAN BAP

CHEAT Hold down H and F5 while the game is loading to remove all the obstacles, or type 'IN A GARDEN' on the title screen to gain two cheat keys: N to skip a level and T to give extra time.

CHIP'S CHALLENGE

US GOLD BAP

CHEAT Start as normal and press F. The screen will flip and the game will now let you type in 'SAGITTARIANS MAKE BETTER LOVERS', which is what you should do. You should now have infinite supplies of all sorts of helpful objects. Press F again to return to the game. Also, try '09/12/57' for unlimited time, and 'I THINK THEREFORE I AM' to skip levels with the C key.

CHUBBY GRISTLE

GRANDSLAM BAP

CHEAT Type 'BUUURRP' on the title screen for infinite lives.

CHUCKIE EGG 2

PICK AND CHOOSE BAP

CHEAT Enter 'ENABLE—F2' into the high score table. Now you can press F2 and move the joystick in a direction to skip levels.

CHUCK ROCK

CORE AP MAY 1991 – 86%

CHEAT On the band screen, try typing in the following for short messages and cheats:

- ESTRANO – fly mode (toggle with left SHIFT);
- MORTIMER – zone select (use main number keys);
- TURN FRAME – level select (use function keys);
- FAST AINT THE WORD – infinite energy;
- UNCLE SAMS – infinite lives;
- LIFE IS MY DREAM – infinite energy;
- SHE LOVES CLEANING WINDOWS – infinite energy;
- ITS FAIRY BOWBELZ – infinite energy.

You may have to follow some of these with two presses of ESCAPE.

PLAYING TIPS

LEVEL ONE

- COCONUT THROWERS: Protect your head with a rock.
- TINY BIG MOUTH AND ORANGE HAMMER DUDE: Stand still and when one jumps to attack, jump straight up and kick.
- HOMING PTERODACTTLS: Important to hit straight away. The best way is to wait for them and when they stop above you, move away quickly and hit them as they swoop down.
- SPLITTING CHARGERS: Timing is essential. Stand still and butt early.
- END OF LEVEL BOSS – TRICERATOPS: The safest place to stand is at the back of the screen on the raised floor, and not the floating platform. Grab your rock and throw it at him when he's charging at you (about halfway across the screen) then jump out of the way onto the raised floor. When he is running the other way, grab your rock and repeat until he cops it.

LEVEL TWO

- HEAD IN MUD DINOSAUR: When in range he will chuck mud at you. Jump towards him and kill him with a kick.
- SPEEDY: Runs extremely fast. Butt him early.
- ROCK FALLS: Protect your head by carrying a rock.
- FIRE BREATHER: Take him out with a flying kick.
- MUD MAN: Only hits you when out of the ground. Invincible, so watch your timing.
- END OF LEVEL ALIEN – SABRE TOOTHED TIGER: Get in quick and try to trap him in a corner. If he's going to roar, get as far away as possible.

LEVEL THREE

- LITTLE FROGS: Leap around a lot. Get in there just as they land.
- CRAB: Be careful with this one. When he gets in range he lunges and snaps quickly. Be ready with a butt or a kick.
- SWORDFISH: Rush in and get him before he starts swiping with his sword.
- LOBSTER: He likes somersaulting, so watch out for the fast twists towards you.
- DIVER: He jumps in water when you're in range, so watch out above you.
- END OF LEVEL ALIEN – NESSY: Align yourself about a centimetre from with the biggest part of her belly and start kicking. If you don't align first time get back to the surface for air.

LEVEL FOUR

- ICICLE: Watch the ceilings for these falling spikes. Your best bet is to nip under and back away instantly.
- SNEEZERS: When he starts to breathe in, get out of range of his sneeze then rush in and take him out.
- COLD DUDE: A couple of fast butts ought to do it.
- SLIDING FROZEN DUDES: Stand still and butt early.
- SNOWBALL THROWERS: Wait until he throws, jump the snowball, then kick him quickly.
- LITTLE MAMMOTHS: Watch these, they're quick, so butt early.
- END OF LEVEL ALIEN – WOOLLY MAMMOTH:

When he jumps to his most forward position, get in there and start kicking but remember your position. After a few kicks get ready to dodge the snowballs. First stand approximately three inches from the left and then an inch from the left for the second set. Then stand to the far left and keep pushing left to counter-attack his suck. After this return to your attack position.

LEVEL FIVE

- ANGEL: Butt him and get away, then butt again if he turns into a devil.
- BANDAGED DINO: Runs around blind, so watch out for his erratic turns.
- FALSE TEETH SPITTER: Get in quick before he manages to spit his teeth out.
- AMOEBA: This one homes in on you so take it out as soon as possible.
- LEAPING WORMS: Watch out for their big jumps. Get in just as they land.
- BIG WORMS: Invincible, so watch yourself. Use your rock to jump over them if need be.
- END OF LEVEL ALIEN – TYRANNOSAURUS REX: Wait on the platforms about halfway across and

watch for the first move of his attack. Back away and let him carry through with his move, then get in quick for a couple of kicks, then repeat. Take your time.

CJ'S ELEPHANT ANTICS

CODEMASTERS AP MAY 1991 – 63%

CHEAT Enter 'ITCHY A***HOLES' on the title screen for infinite energy

CONTINENTAL CIRCUS

VIRGIN BAP

CHEAT For a special zip start, push forward on the first red light, release it or pull back on the second, and push forward again on the green.

COSMIC PIRATE

PALACE BAP

CHEAT Pause press the full stop key, Enter 'GZAIMASEN' and you'll hear a sound. You'll now be invincible, and can choose which truck to attack by re-typing 'GIMMESHIPx' where x is one of the missions from A to Z. This only works if done before entering the sector containing the spacetruck, though.

CRACKDOWN

US GOLD BAP

CHEAT Pause the game and type in 'SMURF'. Now F1 and F2 (or possibly F2 and F3) give infinite lives to players one and two.

CREATURES

THALAMUS AP APRIL 1993 – 20%

CHEAT Want to skip levels? Pause, type 'A FINE KETTLE OF FISH', and try out the function keys.

CRUISE FOR A CORPSE

US GOLD AP OCTOBER 1991 – 87%

COMPLETE SOLUTION

Take the piece of paper from the floor, smooth it out, read it and show it to the barman. Read the letter from the mass book he gives you and begin moving around the ship, getting to know where everything is and speaking to every character about everything. Visit the Father's room and examine his suitcase, go to the dining room, return the mass book to the Father and wander around the ship asking everyone all about the Father's gambling. Go back to the dining room, read the paper from the floor (it's a receipt for a diamond bracelet), ask everyone about the receipt and the bracelet and return to your room – Julio should have vanished, leaving behind a key. Take the key (from the floor), go to the study, unlock the roll-top desk, examine the clasp, take the bracelet and read the note. Ask everyone about the note and the bracelet, go to the rear hall and talk to Dick about everything you have learned thus far. Go to the dining room, open the drawer, examine and ask everyone about the wedding invitations, observe Tom and Rebecca courting on the upper deck, ask Hector about everyone and everything and ensure that you have spoken to everyone about Tom's ambition and his plot with Rebecca. Go to the Laundry Room and search the basket. You will find a bathrobe with a necklace in its pocket. Open the necklace, look at the picture, ask everyone (including Tom) about the necklace picture, search Suzanne's wardrobe, take the prescription from her cosmetic case and read it.

Ask Dick about Agnes, take the glass and whisky from the bar, buy Suzanne a drink and ask her about the prescription, Agnes' death and her will, and the Father about Agnes and her son. Look through her porthole in Rebecca's cabin, search the laundry in Daphine's wardrobe, read the envelope, go to Rebecca's cabin followed by the Upper Deck to ask Rebecca and Rose respectively about everything. Take the pocketwatch from the Father's Cabin, ask Julio what it's all about, find Hector cleaning up in the study, speak to the Father and Daphine, go to the bar and ask Suzanne and then everyone else aboard about Mercades. Ask Daphine's about everyone, Suzanne about Rose and Hector about everything. Go to the Upper Deck to find Rose's basket. Search through the basket and read the press clipping about guns. Ask Rose about the press clipping, Tom's love of guns and Mercades. Go to Tom's cabin, open his wardrobe and search the sheets. You will find a letter – read it. Go to the Upper Deck to find Suzanne falling into the sea – point to the left-hand lifebelt and select 'FLING' to save her. Observe the guard rail. Suzanne will tell you of her suspicions, give you a letter and send you to her cabin. Open and examine the music box, go to the laundry room and search the pot to find a small key. Back to Suzanne's cabin and insert the key into the music box while blocking the figure. A drawer will open with a sheet of paper inside. Read it, ask Rebecca about the gun advert and Rose's revenge. Speak to Suzanne in the bar, return Daphine's handbag whilst asking her about Agnes'. Walk to Rebecca's cabin (she will tell you her suspicions), to Daphine's cabin, to Rose's cabin (enter the screen with her sitting on the left) and to the Father's cabin (on the right). Talk to Dick, return to your own cabin, read the note, catch Hector's last words, use the tin opener in the kitchen, go down the hatch, use the crowbar on the case, the opener on a tin and the crowbar again on the plank to find the missing reel of film. Take the screwdriver from outside Hector's room. Go to the Smoking Lounge. Put the reel of film onto the projector. Use the screwdriver on the screws to remove the hood. Press the button. Put the hood back on and operate the projector. Go to the Rear Hall. Daphine will give you a note. Go to Suzanne's cabin, take Karaboudjan's Book from the Captain's cabin, rearrange the books in the so they read 'INCAL', take the secret passage, complete the arcade sequence (the left-hand mouse button is duck, the right-hand mouse button is punch), search the Mafia Man, take the doll, show the doll to Daphine in the Smoking Lounge, point to Dick and sit back and watch the end sequence.

THE COOL CROC TWINS

EMPIRE AP AUGUST 1992 – 65%

LEVEL CODES

Level two – TRIAX

Level three – FLOYD
Level four – MUNGO
Level five – JANKO
Level six – HENRI
Level seven – DOORS
Level eight – FLOYD
Level nine – BRUNO
Level ten – MONEY
Level eleven – HUMAN
Level twelve – GIRLS

COVERGIRL POKER

AP MAY 1992 – 6%

CHEAT For (er) maximum tittilation, type 'DANCEOFTHESEVENVEILS' and (ahem) all will be revealed.

CRYSTALS OF ARBOREA

SILMARILS AP MAY 1991 – 48%

CHEAT Go to the main character screen, select Jarel and click on the bottle icon. Now press CTRL and V to get full life points and special abilities.

CURSE OF ENCHANTIA

CORE DESIGN AP NOVEMBER 1992 – 87%

COMPLETE SOLUTION

DUNGEON

You begin hanging upside down from a wall in a dungeon. Call for help and the guard will rush in and drop a key. Unlock the chains, go to the pillar, pick up the coin, pull the mortar from where the water is dripping, pick up the paper clip, use it to pick the lock and get out of the dungeon.

CORRIDOR

See that goldfish bowl on the table at the start of the corridor? You want that. Look through the keyhole. Head down the corridor (the monster in the corridor temporarily disappears but watch out for when he comes back) stopping just before each statue and moving on after it's landed a blow. Collect the gems as you go; between the first two statues, to the right of the large table in the middle of the corridor, just before the second statue past the large table, on the wall before the last statue and behind the block at the end of the corridor. Pick up the coin on top of the table as well.

LAKEBED

Put the goldfish bowl on your head to stop you from drowning, free the fish from the bars and take the coin from behind the rock at the bottom right of the screen. Walk on a little bit and you'll see a patch of mud on the ocean bed. Take the worm and exchange it with the shopkeeper for a supply of oxygen to keep the goldfish bowl going. At the electric eels the fish you freed comes back and drops an oyster – this is just what the turtle who's circling you wants. Pick up the cattle prod and attack the shark with it. When the clam is closed jump over it, go left and insert the cattle prod in the plughole. You will be sucked down.

POOL ROOM

Go to the bottom right of the screen (so that you can't see Brad anymore), pick up the seaweed, go to the wall and press the protruding rock.

CAVE CORRIDORS

Locate the gold coin (by one of the cave doorways – it glints a bit), go to each of the separate rooms and do exactly as follows.

- ROCK BASHER ROOM: Give the rock basher all eighteen rocks (three of each size) – you'll have to collect them in shifts, and accept the string.
- POLO ROOM: Pick up the monitor. After getting the magnet from the Seesaw Room, come back and attach the string to it and then throw it down the hole. It'll come back with a roll of wire attached to it. Take the wire to the corridor outside the rock basher's room and attach the wire to the loops. When the mud monster runs past a bit of mud will now get caught.
- SEESAW ROOM: Attach the plank to the boulder, throw the monitor on to the plank and you'll be catapulted onto the higher rock where you'll find a magnet.
- HOLEY ROOM: Snout around the three leftmost and rightmost holes and take the twigs.
- WELL ROOM: Throw the coin into the well and accept the helmet from the game show host. Go to where the bolders are falling from the ceiling and put it on.
- EXIT ROOM: Jump in the bucket, attach the mud to the seaweed, the twigs to the mud and seaweed and put on the mask you get. Head back into town, turn right at the crossroads to Mr Benn's costume shop. Hire a dress, put in on and a door out of the changing room opens. So what are you waiting for?

SNOWY WASTE

Throw the plank on the water hole to the south, pick up the fish, go south past the Eskimo, past the walrus and ice monster, left to the ledge, north past the creature trapped in a block of ice and right to pick up the deodorant. Throw the snowballs at the ice monster (he will release the creature he swallowed earlier), use the deodorant, give him the fish and use the fishing rod to make a fire to free the creature trapped in the ice. Pick up the ashes, go north, walk across the walrus to reach the other ledge and then shout for help. The little beastie you saved earlier cuts a hole in the ice and pulls you through.

ICE PALACE

Ignore the boat (it will only capsize halfway across the lake), throw the ashes on the lake and a giant sea monster will rise to the surface and take you across to the door of the Ice Palace. Push the icicles to the right of the door – second, third, first then fourth. Enter the Ice Palace, take the broom from the right-hand wall, the dice from the table and throw them. On each throw a different door will open in the ice corridor so you have to keep coming back to the dice room to open them all. From these rooms you should be able to collect a jack, loud-hailer, ice cube, magnifying glass, gun and stalactite end (use the brush to retrieve the last two). Back at the start of the ice corridor, insert the gun into the holster on the left hand side of the pulley system, and pick up the sun tan lotion and the glass shard from the tray. Pick up the whistle on the floor of the back window at the top of the corridor, attach it to the loud-hailer and use to break the glass. Jump through the window. There's a whole laser system in this room which you need to sort out before you can leave. Attach the magnifying glass directly under the laser and the ice cube, stalactite and glass shard (in order) on the other spots in the room. The laser self destructs. Insert the jack in the door and get out. To defeat the Ice Queen, move forward, jump to avoid her bolts and move up the steps to the springy seat (where you'll be boinged out of harm's way). In the next room you'll be grabbed by a gigantic hand – use the suntan lotion to escape and go through either door. Keep moving around the Ice Maze to escape (make sure that you find the box of matches before you do) and you wind up in a room blocked by an Ice Guard. Stand to the left of the pillar to hide from his view, then when he falls asleep creep up, attach a match to his toes and set light to it. Pick up the fire extinguisher, as if by magic, Mr Benn arrives and takes you back to his shop. Make your way to the Mage and hand over some more money.

THE GRAVEYARD
Use the bone, take the shovel, move to the left of the open grave as the vampire emerges and scout around for the hoover, cross, tray and cymbals, avoiding the graves with the arms waving around. Get round the side of the second vampire with the shovel, push the gravestone in front of the third, eat the garlic bread to scupper the fourth, show the fifth the cross, the sixth the symbols and you'll be free to leave via the gate at the back of the graveyard.

THE WITCH'S CASTLE
Go straight through the cracking gate (the ground under your feet crumbles), enter the castle and take the ring from the study floor. Return back to the entrance hall and go right to the library. In the second alcove you'll find a book which acts as a secret lever. Pull the book and you enter the Queen's chamber, the room of the final battle, in which you'll be wanting to use the hoover, fire extinguisher, fan and ring.

CYBERNOID

HEWSON BAP

CHEAT On the title screen, type ' RAISTLIN ' (noting the spaces) for infinite lives and level skip with N.

CYBERNOID 2

HEWSON BAP

CHEAT As for Cybernoid,, but type ' NECRONOMICON '. Infinite lives again, and pause and press N to skip levels or L to restart the current one.

CYBERPUNKS

CORE AP DECEMBER 1993 – 72%

LEVEL CODES
Level two – 471174
Level three – 159361
Level four – 066990
Level five – 135642
End Sequence – 297797

CHEAT Also, by pressing R, G and B simultaneously with FIRE and the left mouse button, the screen should flash to enable the following:
F1 to F5 – select a mission
1 to 4 – select a deck
A – use auto sentry
S – use party shield
D – use droid unit
Z, X and C – test weapons

DALEY THOMPSON'S OLYMPIC CHALLENGE

OCEAN BAP

CHEAT Type 'HINGSEN.J' or 'HINGSEN-J' on the title screen, followed by DELETE. The high score heading will change to 'DEMO'. Now type '-J' and press DELETE again, and this will change to 'MEGA-DEMO'. Press F1 to F10 to start on a particular event with lots of Lucozade.

DARKMAN

OCEAN AP OCTOBER 1991 – 59%

CHEAT Type 'MEA CULTA' anywhere during the game and press the magic key (probably one of the function keys).

DARKSEED

CYBERDREAMS AP FEBRUARY 1993 – 88%

COMPLETE SOLUTION

DAY ONE

Mike wakes up with a severe headache, and is in no fit state to do any sort of adventuring. So to get him sorted out move him into the bathroom. Once there, change the pointer to a hand, click on the mirror to open the cabinet and he'll take one dose of aspirin, then click on the shower to freshen up. Now take the right exit out of the bathroom – this'll take you to the upstairs bedroom. Once there search the coat until you find the library card. Go back downstairs via the other door, and take the left exit out of the Entry hall. On the desk in the study there's a blueprint which shows two secret passages – one in the study and one in your bedroom. Open the secret door which is located on the right hand wall. The door behind you closes so open it again, climb the ladder, pick up the rope, and exit via the other secret door back into your bedroom. Once there re-open the secret door. If the doors are closed they'll cause problems later. Depending on how much time you've taken, the doorbell may be ringing. Go outside the house and pick up the parcel on the porch, then head back upstairs and into the attic. In the attic push the chest nearest the window by clicking three times on the right hand side. Now pick up the watch and wind it up. This will enable you to keep the time. Now that the chest has been moved step out on to the balcony and attach the rope to the gargoyle. This provides a second means of access into the house. Use the rope and enter the garage from the rear, using the door on the right.

Open the boot of the car and retrieve the crowbar. Then get inside the car and take the gloves out of the glove compartment. Walk round to the front of the house and read the paper that is lying on the pavement. Go back inside and once again go to the attic, where you should open the right-hand trunk with the crowbar. You'll find some interesting reading inside. From here go back outside and right into the Woodland hills. Once in town, enter the grocery store and buy a bottle of Scotch with the money that you already have in your inventory. You will now meet Delbert. After that highly interesting conversation leave the store and keep heading right until you reach the library. Enter the library and pick up the bobby pin on the floor, then give the lady behind the counter the library card that you retrieved right at the start of the game. She will tell you to head to aisle C. Once there click on the green book. Remember the combination to Old Man Tuttle's crypt. Leave the library and go back to your house, then leave via the left-hand exit. Go through the graveyard to Tuttle's tomb. Open the tomb using the combination from the library book. Once inside go through the door to the urn room, find Joe Tuttle's urn and retrieve the key. Go back home, open the clock case in the living room and read the name plate. Now go back to bed, ending Day One of your adventure.

DAY TWO

Begin the second day with a cool shower and a quick aspirin. After a bit of time wasting (try listening to the car radio) a missing fragment of the mirror will arrive at the front door. This should be placed in the mirror to complete the portal to the dark side. Now step back and take a running jump into the mirror. Once you've become accustomed to the tasteful colour scheme take the door on the right. From here enter the room on the left. Take a look at what is on the table. Now use the door on the right. Step into the turbo-lift to re-materialise on the next level. Head left to the observation deck. There's a switch on the wall behind the two doors. (You just exited via the one on the left.) Use the gloves to activate it so you don't electrocute yourself. Return to the turbo-lift and then to the room with the skulls. Go through the newly-appeared door. Keep going left until you find the shovel. Return to the mirror portal and cross over. Take a trip to the graveyard and exhume John McKeegan. Read the journal that he gives you. Meanwhile, the police have staked out your house and soon you'll find yourself in prison. Don't worry as you have the Get Out Of Jail Free card but, before the next trip to the dark side, you need to stash some of your stuff. Leave the gloves, the money, and the pin under the pillow. Then grab the tin cup from the cot, and rattle it on the bars. When the guard comes hand him the card. The police should set you free in plenty of time to meet Delbert at the back of your house, so on the way out steal the policeman's gun.

If you want to avoid Mike's early death the next few sections should be done as quickly as possible. Enter the house and use the mirror again, then take the first door on the right and then the door that the lever opened. Follow the road on your right until you meet Dark Fido, the Bridge Guardian. Throw the stick into the abyss. Return to your house and go round the back to the garage. At six o'clock Delbert appears – give him the Scotch, and he'll leave. This gives you a chance to grab the stick which the dog left behind. Now continue right until you reach the other world's equivalent of a police station. Once in jail, grab the items that you left under the pillow in the other world, and keep using the bobby pin on the door until it opens. When you meet Sargo, swap your bobby pin for his headband.

Exit the building and continue right, past the Drekketh guard (the headband makes you invisible). Once past the guard enter the Archives to meet the Keeper of the Scrolls. Activate the machine to get the microfiche. Now run back to the normal world as quickly as possible to get Mike to bed. And that's the end of Day Two.

DAY THREE

Start day three with a shower and an aspirin as before – Mike needs to be on top form today. Wait for a package delivery arranged by the Keeper of the Scrolls. Take the object that you find inside. Head back into town via the back exit and into the library. Once inside, go to the periodicals room and use the microfiche. Go back to the other side and go to the Nexus (see map). Energise the stone from the cellar and then use it on the handle to make a hammer. Now you know about the loose stone head back home again (on the way, pick up another bottle of Scotch), enter the house from the rear and head to the cellar. Take the stone and look again to find the car keys. Return back to the normal world and go to the garage at the back of the house. Pour the Scotch into the gas tank, get into the car and use the keys in the ignition. Cross the portal one last time and enter the spacecraft (see map). Use the gloves one last time on the lever to start the lift-off sequence, then quickly run outside. Once back on Earth use the large hammer on the non-reflective mirror.

DAYS OF THUNDER

MINDSCAPE BAP

CHEAT Enter the qualifier and pause. Now type 'COMEFLYWITHME'. Unpause, and if you pull back you'll soar into the air. Use FIRE to move forward and F1-F10 to get various different view of yourself.

DEFENDER 2

ARC BAP

CHEAT During play, type 'RAVEN' or 'GOATY' for I for invincibility, N to skip levels and D to fly the first twenty three levels on autopilot.

DEFENDER OF THE CROWN

MIRRORSOFT BAP

CHEAT When asked to insert the second disk, hold down K as you do it and don't let go until the game has finished loading. If you now 'BUILD ARMY' you'll have over two thousand loyal knights awaiting your every order.

DEFLECTOR

GREMLIN BAP

CHEAT Use – and + to skip backwards and forwards through the levels.

DENARIS

RAINBOW ARTS AP APRIL 1992 – 79%

CHEAT When the data disk prompt comes up, hold down Z while it loads. Now plug the mouse into port two and hold down the right mouse button and start the game, holding it until it's finished accessing the disk.

DESERT STRIKE

ELECTRONIC ARTS AP MAY 1993 – 92%

LEVEL CODES

Level two – BQOQAEB
Level three – KLJLTOE
Level four – WEIVVJT

CHEAT Entering the password as 'BQQQAEZ', however, rewards you with ten lives and infinite ammo, whilst the code for the end sequence is 'ONKKQKF'.

PLAYING TIPS

CAMPAIGN TWO

- MISSION TWO: Some buildings near the jails have 'muzzle flashes' from the windows. Destroy these buildings carefully with your cannon. Now collect the MIAs that were inside.
- MISSION THREE: The best way to take out the SCUDs is by collecting all the SCUD commanders and then the SCUD launchers.
- MISSION SIX: Shoot the watch towers so the APHIDs fall to the ground, then shoot a hut and collect a full load of POWs and drop them off at the nearest landing zone. Then repeat the process, always keeping a look out for ZSUs.
- GENERAL TIPPERY: There is a quick ladder in a building in the road diamond nearest the furthest north landing zone. A F-15 is parked in the northeast corner where you will find co-pilot Jake and an extra life.

CAMPAIGN THREE

- MISSION ONE: Enter the main city and use a couple of hydras on the two APHIDs attacking the UN boys and killing the ZSU. Then pick up them up and drop them off.
- MISSION THREE: Destroy all the silos quickly before the missiles are released. Then destroy the dunes around them for supplies and a life.
- MISSION FOUR: Destroy each boat with six hydras and be careful not to shoot the friendly boats.
- MISSION SIX: Destroy the defences and then let loose on the Madmans Yacht until there is a hole and then pick up a full load of MIAs before they drown. Repeat this process.
- MISSION SEVEN: Destroy the defences and all the buildings surrounding the one with a flag outside – this building contains the chap you are after.
- MISSION EIGHT: Enter the embassy city from the west to replenish fuel and ammo from the buildings you destroy. Take out all the defences watching out for three helicopters. Then land on the X. Kill the fresh defences that have arrived on the scene, including the two helicopters. Once everyone is on the bus, destroy the gate carefully with your cannon and guide the bus to safety. When you search the seal post, don't forget to pick up your co-pilot.

CAMPAIGN FOUR

- MISSION FOUR: The Dump trucks are in the city at the bottom right of the map. Take out the defences, then the trucks with the bomb parts in them. Watch out for the decoys.
- MISSION FIVE: The radar sites must be taken out first. One is immediately

south of the factory, the other is just to the northeast of the nearby landing zone.

● MISSION SEVEN: Shoot all of the small buildings after ridding the defences. Collect the extra life, destroy the building and land on the X.

● MISSION EIGHT: Fill up on ammo and fuel then fly towards the bomber and take out the defences. Next, shoot the wing, collect your co-pilot and then let loose on the ammo, and shoot the hell out of the bomber. (He'll take three rounds of ammo to do this.)

DEUTEROS

ACTIVISION AP JULY 1991 – 81%

CHEAT Go to the surface or Orbital Stores room, hold down SHIFT and press C. The screen'll turn green. Do it again and it'll change back, but there'll be a set of numbers in the corner of the screen. Click on any icon and then go to the stock screen – you should appear to have one of each product, but there's really an infinite supply, not to mention the fact that you can now build space stations with only one section. Also, when the Mechanoids are about to take you over, go to the screen with a big picture of an Orbital Factory and advance time until it disappears. Go to the square with the self-destruct device, activate it and immediately turn it off again. You'll get your colony back with over a hundred drones.

DISPOSABLE HEROES

GREMLIN AP NOVEMBER 1993 – 77%

CHEAT From the start-up screen select 'OPTIONS', set the level to 'ARCADE', the sound to zero, exit to the high score table, hold the right mouse button and type in 'EUPHORIA'. Release the mouse to return to the main screen and a whole new configuration option will have appeared.

DIZZY, CRYSTAL KINGDOM

CODEMASTERS AP MARCH 1993 – 62%

COMPLETE SOLUTION

SECTION ONE

Collect cherry, left, collect weight, right four screens, get weight and cherry, left two screens, drop weight on lift control platform, go through window and pick up whip. Left, up, left, drop weight on second platform, collect cherry, up-right, collect cherry, jump right onto small platform, up, left, stand on edge of platform and drop whip. Collect cherry, left, enter house, talk to Dylan, collect newspaper, left, down, jump left, collect cherry, left onto clouds, collect cherry, down, get heart, up, left, solicit screwdriver, left, collect extra life, right two screens, down, right three screens, up, left, enter house, talk to Denzil, left, collect spanner, right, talk to Denzil, pick up glasses, right two screens, collect cherry, down, collect cherry, right, enter house, use spanner on generator, left three screens, up, right, enter house and talk to Dora in exchange for the cake. Left, down, talk to CJ, collect umbrella, left, drop newspaper, left five screens, collect cherry, get diamond, up-right, collect cherry, left, down-right, right two screens, drop diamond on wishing well, talk to Genie, right two screens, collect newspaper, up, enter house and have a word with Grand Dizzy.

SECTION TWO

Collect cherry, right, collect fish food, right, drop food near edge, right, jump up at beginning of screen to collect cherry, talk to Captain, right, up, collect cherry, get sticky tape, down, collect cherry, right, up three screens, collect cherry, acquire Blu Tak, down four screens, right, Drop Blu Tak, left, up right, left, collect wheel, down, right, pick up saw and stand on the top crate and jump for an extra life. Left two screens, down, right, drop wheel, down-left, left two screens, pocket the plank, down-right, down, place the plank by the drip and get the heart. Up-right, collect cherry, left, down-right, collect needle and thread, left, up, left, up-right, pick up the patch, left, down-right, up-right, collect cherry, left, down-right, collect scissors, right, up-left, up three screens, place scissors on horizontal pole, down, up, drop patch by hole, down three screens, right, collect wheel and Blu Tak, left, up-left two screens, drop wheel on short post, left three screens, talk to Dozy, nick the flag, right five screens, up three screens, drop flag by post, down three screens, left two screens and talk to the Captain. Collect Blue Peter badge, left two screens, swap badge for map and telescope, right two screens, talk to Captain, right two screens, up three screens, stand on crow's nest and drop telescope.

SECTION THREE

See that torch? Get it, go right two screens, collect cherry, up-right, jump left, jump right, jump left two screens through the trees, jump right in order to collect the cherry (if you can be bothered), drop oxygen tanks and flippers, up-left, right, collect cherry and pick, left, up-left, collect cherry, left, collect heart, left two screens and have that extra life. Right, up, pocket oil can, left, down right, down, drop pick by blocks, right, collect cherry, right two screens, collect cherry, right, drop torch and oil can, collect oil can, right, up two screens, drop oxygen tanks and flippers, get the pick, left two screens and position the pick under the white part of the pipe and the oil can underneath the drips. Left three screens, drop oil can by lift, stand on lift control pad and press FIRE. Right, drop pick, right four screens, collect oxygen tanks and flippers. Down two screens, left, abandon the scuba gear and take the torch. Up, left, up-left, left two screens, down, chat with man. Left, add the chalice and sword to your collection, right, and drop them beneath the lift. Left, that crown is yours, right, drop it under the lift, stand on the lift control pad and press Fire. right two screens, up, pick up the pin, right two screens, down, drop torch, get the tanks and flippers, right, up two screens, drop tanks, left, deposit flippers and pin, left four screens, talk to man, collect puncture repair kit and crown, right five screens, drop kit on dinghy, pick up tanks and drop on dinghy. Drop crown also, left, desert the tanks, left four screens, collect sword and chalice, right four screens, take the pin, right, drop sword, pin and chalice on dinghy.

SECTION FOUR

Up, right, down, right, up-left, up, collect crystal, down, right, down left, up, left, down and talk to Richard. Collect chalice, crown and sword, right three screen, drop chalice, crown and sword on white section of catapult, right, take salt pot, up, collect cherry, right, down, right and help yourself to the parachute. Left, collect cherry, up, collect cherry, down, up, collect cherry, up, deposit salt on blue box, take crown, down, left, up, take block of ice, drop crown, right two screens, collect sword, drop parachute, down, collect cherry, down, left, up, left, down, left, place ice on ledge, collect chalice, right, up two screens, collect crown, left, drop chalice to the left, drop sword to the right, drop crown in middle and talk to the man.

DIZZY, FANTASY WORLD

CODEMASTERS BAP

CHEAT Enter 'IMMORTAL' into the high score table for infinite lives.

DIZZY, PRINCE OF THE YOLKFOLK

CODEMASTERS AP NOVEMBER 1992 – 85%

COMPLETE SOLUTION

Get the leaves, match and bucket of water. Drop the leaves next to the door, the match onto the leaves (the door will start to burn), the bucket of water by the door to put out the fire (and the door will disappear). Collect the star (for a bonus), walk left, take the cherry, jump up the tree, pick up the coin, continue left, take pickaxe, walk right, jump up the trees and over by the man who's scratching his chin. He will give you a magic carpet (which you don;t actually need), walk right, pick up the cherry, continue right to the lion, pick up the small cage, go over to the lion, go right, jump onto the clouds, collect the coin and Acme bridge-building kit, jump off the clouds, use the pickaxe to bash through the rock at the bottom of the hill (this gives access to a secret cave), pick up the cherry and enter the secret cave. Pick up the cherries and other bonuses. Take a diagonal jump to the right, pick up the gold nugget and cherry, exit the secret cave, walk right and collect the star. Make sure you have the bridge-building kit, the small cage and the gold nugget before you get onto the boat. Walk right with the boat until you see the ferry-man, jump off, walk into the ferry-man and he'll take the gold nugget as payment for your crossing. Look behind the ghetto blaster and you'll find a cherry.

Walk to the Enchanted Forest screen, drop the small cage in front of the yellow fluffle, collect the gold coin from the tree, jump to the furthest left platform, push the joystick up to reach the Enchanted Treetops and jump up to the big gap between the trees. Drop the bridge building kit, walk across to the Narrow Ledge. Collect the coin (via some pretty tricky jumps) from the cloud and jump across to the Castle Tower. Drop down, pick up the golden harp, jump back on the upwards lift, take a diagonal jump to the right when the lift is at the top and you'll exit the tower. Drop down the right wall, collect the coin at the bottom, jump across the gap in the tower, walk left, jump back across the clouds to the Enchanted Treetops, jump in the tree and press FIRE by the door for a hidden cherry. From the platform with the house take a diagonal jump to the left onto the platform higher, and from this take a diagonal jump to the right to land on a platform in the Uppermost Branches. Keep going right until you reach the end of the far right platform so that Dizzy is in the same position as the little platform above him. Push the joystick UP and Dizzy should rise onto the higher platform. Take a diagonal jump left. Collect the cherry, take another diagonal jump across the gap to the top far left platform, stand on the far left, take a third diagonal onto the clouds, collect the cherry, continue across the clouds (being careful not to fall – but if you do, try to collect the cherry off the fluffy cloud before falling into the river Styx). When you get to Heaven, give Saint Peter the golden harp, pick up the holy cheese, jump right and take the clouds back to the Enchanted Forest. Drop the cheese into the small cage (the fluffle will run in), pick up the cherry and caged fluffle. Continue left to the troll, drop the fluffle onto the drawbridge (the cage will smash open and the fluffle will frighten the troll away), walk left and collect the extra life and cherry. Jump onto the lift, right, collect the outboard motor, left across the gap and collect the star. Walk left to the next lift, jump onto the lift taking a diagonal jump to the right when it reaches its highest, walk right to Castle Ramparts. Pick up the rusty old key, jump back onto the lift to get to the castle roof, collect the cherry from the flagless flagpole, walk right, jump across the lift, collect the other cherry, walk past both the lifts, collect the gold coin, left to the drawbridge mechanism (it can't be freed yet), right, drop down past the first lift on the Stairs and Landing screen and left at the bottom of the lift. Ignore the bread under the table (it's no use), walk left to the castle drawbridge and collect the cherry. Go right all the way to the ferry-man. On cue from him telling you how slow his boat is, drop the outboard motor. Pick up the scythe, cross the clouds to the castle tower, drop the scythe by the green prickly tree, collect the cherry, walk right, collect the star, jump onto the lift, get the brass bugle, ignore the poison, jump onto the lift, collect the cherry, go to the Double Trouble screen but don't' pick up the spanner (or you'll fall into a pool of water and drown). Walk right, jump onto and off of the lift and you'll land on a ledge by a locked door in a deserted tower. Drop the rusty key (to open the door), collect the cherry, get back onto the lift then when it is about halfway up, jump onto the platform to pocket the gold coin. Walk left and the evil Dizzy doppelganger will be walking in the opposite direction to you at the bottom of the screen. Make left to the top of the roof, collect the

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ACTIVISION

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stars and coins, jump onto the tower, collect the coin and tweezers, jump up from the middle of the tower onto the next cloud, right onto a third cloud, have that cherry, fall off the cloud onto the castle, exit the castle and get to the man who offered you the magic carpet. (But watch out because the boat river Styx goes faster now.) On the way remove and pick up the thorn from the lions' foot with the tweezers, walk left, give the man the brass bugle, accept the joke book, go back right to the castle to the doppelganger, drop the thorn under the torch by the wall, take the lift to the right, jump off halfway then move with the evil Dizzy so that he kills himself on the thorn. Drop down the lift, go left, pick up the blue spanner, reap the last cherry (if you haven't found all twenty you'd better look for the rest), get to the rear entrance of the other castle, take the lift on the Stairs and Landing screen to the drawbridge, cross over to the castle gardens, give the crying princess the joke book, take the flag, go back to the lift on the same level as the drawbridge mechanism, get to the flagpole, drop the flag to raise it, talk to the bugler, talk to the King and wake up Daisy.

DIZZY, TREASURE ISLAND

CODEMASTERS BAP

CHEAT Type 'EGGSONLEGS' for immunity.

DOUBLE DRAGON

OCEAN BAP

CHEAT On the title screen type 'RU CALLING MY PINT A POOF?' and press RETURN. Now press DELETE whilst playing to rub out your opponent. Also, start a two player game, and hold down and FIRE until your credits go mad. And then again, you could always enter 'NEIL HARDING' into the high score table to see something funny.

DRAGON BREED

ACTIVISION BAP

CHEAT Hold L, M, B, DELETE and HELP while a level is loading. The screen will flash, and any key will skip levels. Alternatively, pause and type 'IREM' for infinite lives and N to skip levels.

DRAGON'S LAIR

ENTERTAINMENT INTERNATIONAL BAP

CHEAT When Dirk has crossed the bridge, hold down the finger-knotting combination of ESCAPE, R, /, L, N and 7 to make the game go into automatic mode.

DRAGON'S LAIR II

READYSOFT BAP

CHEAT Press RETURN and type 'GET MORDROC DIRK' on the title screen to watch the game complete itself.

DRAKKHEN

INFROGAMES BAP

CHEAT Load the character disk and type for the name: '31415927', RETURN, 'SUPERVISOR', RETURN, then the intended name. Character stats will now go up to twenty two and during play F8 toggles 50/60 Hz mode, F10 replenishes HP and magic, and F9 shows a message (unfortunately in French). Also, you will be able to press CTRL while playing, or move to the bottom of the screen and press the right mouse button to bring up a screen full of locations, numbers and names. To move to a random level, hold down F9, move the pointer to the bottom and click with the right mouse button, release F9, hold down F8 and right-click again.

DRILLER

INCENTIVE BAP

CHEAT Shoot the shed in front of you at the start twenty or so times and you'll turn into the jet straight away.

DRIVIN' FORCE

DIGITAL MAGIC BAP

CHEAT On the main menu, click on the two 'I's in the title and start the game, holding down HELP until it's finished loading. Your car now hugs the road as if it's magnetised, and the world map changes to display 'YOU CHEAT' on each country.

DUNE 2

VIRGIN AP AUGUST 1993 – 91%

PLAYING TIPS

BUILDING YOUR BASE

Having built a generator and spice-processing plant, the third vital post is the command centre since it not only acts as a radar post, but is also needed to produce any new military units. If you're instructed to destroy the enemy in your sector, it's a pointless exercise to build spice silos, since you should be spending all available spice on your war effort. Similarly, if you need to amass spice to win the sector you should only build enough weapon facilities to protect your harvesting operation. It makes sense to put troop and vehicle production installations at the front of your base, so new units can go straight onto the battlefield. Look at the space available on the rock, work out where installations are going to go before you build them, and leave a one-block space around the edges to put in walls. Gun and missile turrets are a cheap way of protecting your bases and freeing up your mobile forces for offensive manoeuvres, but to save credits, only build fixed defences once you've worked out where the attacks are coming from, and reinforce them later when you've got credits to spare.

You need plenty of power to supply factories, outposts and spice refineries, and it's always a good idea to build more generators than you need, so that even if they get damaged, you'll have some reserve capacity. Enemy forces tend to target the wind traps for destruction, so make sure they're well defended. As you progress and the threat of Harkonnen Death-hand missiles comes into effect, you should space out your base by leaving bare concrete between the buildings, and making sure that similar buildings aren't together. If you put all the wind traps next to each other then a single missile could cripple the base by cutting off all your power. Repairing is much cheaper than rebuilding, so keep all your buildings in a good state. Many facilities can be upgraded, but only if they're in perfect condition. Always upgrade as soon as possible.

SPICE AND HARVESTING

Harvesting spice is essential, but where there's spice, there's worms, so move all your units onto rock at the first sighting. Although it's possible to shoot them it's not really worth the effort – you're far better off just running away. Heavy factories can produce spice harvesters – to run the harvesting at full speed simply build an extra harvester for each refinery in order to have one heading out empty and one returning full at all times. The spice fields get used up pretty quickly but you can replenish them by tripping over the sand mounds, usually urging a sleeping worm to spew a load of new spice to the surface in the process. Since the soldiers are eaten instantly use either a damaged or a single infantry unit preferably when there's enemy units nearby (so they get swallowed up too). If any infantry turn up and start shooting at your harvester turn it round and run them over.

BATTLE FOR ARRAKIS

There's more to fighting than just funnelling new troops; a bit of forethought can shorten your battles dramatically. Once you've located the enemy your primary aim is to take the battle to his doorstep rather than defending your own base – putting him on the defensive will slacken off his attacks. To maintain the offensive you need a short resupply line, best achieved by setting up new base with an MCV just out of turret range. As the battle progresses in your favour you'll find that this base gains importance over your original (which should end up as a safe base for your command and spice-harvesting operations). Now is the time to build a repair facility (it doesn't take long to pull a damaged unit out of battle) and you save yourself the cost of having to build a new one.

END GAME

To win a combat scenario you must flatten the enemy's base; destroying the factories that they're coming from is far preferable to wasting your troops blowing up enemy units. Similarly gun turrets or walls need not be destroyed. Even though you can build tanks and missiles, infantry still play a vital part as they're the only units who can enter enemy bases. Moving troops into bases will self-destruct the unit causing far more damage than shooting, and if it can be timed so that the building's damage bar is on red it will be able to be captured as opposed to destroyed. The most important buildings to destroy are the construction site and the wind traps (denying the enemy any chance of rebuilding). Missile tanks are ideal as they have long range and pack a punch – Keeping them at maximum will place a line of tanks or quads in front to protect from attack. Next you should blast the refineries or the harvesters. It's now just a simple matter of mopping up, running over infantry in tanks (this is easier than shooting them) wearing down the remaining defensive units and blowing up or taking over what's left of the base.

DUNGEON MASTER

PSYGNOSIS BAP

PLAY TIP To kill a monster easily, just keep closing a door on it. To gain experience with a ninja, just give him/her all the party's weapons and throw them, pick them up again and carry on doing it. This also works in the same way for Wizards and Fighters; Wizards should repeatedly cast spells, and Fighters should hack away at empty air.

DYNAMITE DUX

ACTIVISION BAP

CHEAT Type 'CHEAT' on the title screen. 1-6 or F1-F6 now warp to the respective levels. Or alternatively type 'NUDE', and behold the attractive sequence.

DYNASTY WARS

US GOLD BAP

CHEAT Pause with F9 and hold down left SHIFT, 1 and HELP, then press F10 to continue. F2 now skips levels. Or try 'CHEAT MODE' on the title screen for the same effect.

EDD THE DUCK

ZEPPELIN AP APRIL 1992 – 35%

CHEAT Press the left mouse button to skip levels.

ELF

OCEAN AP SEPTEMBER 1991 – 73%

CHEAT Type 'CHOROPOO' for ninety nine pets. W and H will also now turn you into a werewolf or a hero respectively.

ELIMINATOR

HEWSON BAP

CHEAT Enter 'LAPDOG' as a password for infinite lives.

ELITE

RAINBIRD BAP

CHEAT Enter 'SARA' (or 'SUZANNE' in the budget version) as a password, followed by the correct one. Pressing the numerical * in the game will now take you to a hex editor, which will ask you for a two digit address and then a two digit value. Try the following:

ADDRESS	VALUE	EFFECT
12	00-FF	Create new galaxy
13	00-FF	Create new galaxy
18	FF	Loads of dosh
1F	46	Full fuel load
23	01	Large cargo bay
24	01	ECM system
26	01	Pulse laser
2C	01	Escape pod
2F	01	Energy bomb
32	01	Docking computer
34	03	Galactic hyperdrive
36	01	Mining laser
38	01	Military laser
3C	01	ECM jam (key L)
3F	01	Cloaking (key Y)
40	01	Food
47	01	Textiles
49	01	Radioactives
4C	01	Slaves
50	01	Wine
54	01	Narcotics
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Firearms
6C	01	Furs
72	01	Minerals
75	01	Gold
79	01	Platinum
83	01	Gemstones
84	01	Alien items
88	01	Refugees
8C	01	Thargoid document
97	01	Clean legal status
97	00-08	Ranking

No doubt there are more to be found. Entering 'ESC' or pressing ESCAPE takes you back to the game, whereas pressing + will change your amount of weaponry and cargo.

E-MOTION

US GOLD BAP

CHEAT Type 'MOONUNIT' on the title screen, followed by RETURN. Now F1 skips a level, F2 skips ten levels, and F3 and F4 do the same but backwards. Alternatively, try typing 'E-MOTION' for the same effect.

THE EMPIRE STRIKES BACK

DOMARK BAP

CHEAT On the title screen, hold down Help and type 'XIFARGROTKEV' ('VEKTORGRAFIX' backwards, you see). Now various keys do strange things, such as bringing up pictures or playing samples.

ENDURO RACER

US GOLD BAP

CHEAT Type in the word 'CHEAT' after the countdown, then press T for another ten seconds, S to advance a level or F for turbo speed.

EPIC

OCEAN AP JULY 1992 – 54%

PLAYING TIPS

GENERAL TIPPERY

- Fly low over the planet surface.
- Use lasers to destroy small enemy fighters.
- Get a close a possible to all targets.
- Use Photon Torpedoes to shoot large buildings.
- Use torpedoes if you are running out of time in the minefield (mission one).
- Mission seven is about the only mission to give enough time to go sight seeing.
- And don't forget you can re-fuel/re-arm by pressing ENTER on the numeric keypad.

MISSION ONE (MINEFIELD)

Shoot the mines from close range with your lasers – you need to up your percentage to a hundred whilst making your way to the planet, taking out the Rexxon on your way doubling back on yourself if you exit the field too soon. Head for the planet as soon as maximum percentage is reached.

MISSION ONE (TRACKING STATION)
PASSWORD – AURIGA

Fly towards the purple dot to the top right (your target – the generator). Shoot and destroy both parts of this, then retrace your steps to the purple dot towards the centre of the map (the tracking station). Be warned, though – the generator creates a field around the station to protect it.

MISSION TWO (CPU/SPACE PORTS)
PASSWORD – CEPHEUS

Fly towards the centre of the map to locate the road system, which looks like the spokes of a wheel. Follow one of the roads to its end away from the point of convergence, destroy the large buildings there, fly back to the hub and take the next road to the left, repeating the above process to reach maximum percentage. There are five spokes but you don't need them all.

MISSION TWO (MINING COMPLEXES)
PASSWORD – APUS

The highest percentage of this mission is given for destroying the three tall octagonal buildings – the MCP's. Be sure to shoot the top section as well. To find them, follow the double road (not the monorail) that runs around the complex. Also shoot the low octagonal buildings with what look like white flames above them. If desperate for the odd percent then take out a fighter or two.

MISSION THREE (GLORY)
PASSWORD – MUSCA

This is the first space battle, which must shoot down enough enemy ships (these ones with downwards pointing wings, blue canopies and orange guidelines) to complete. Look for larger ships with 'necks' as these give a higher percentage – press HELP to direct you towards these. Attacking waves of enemies (as opposed to picking them out at random) is far more effective. To locate waves at a distance look for orange dots (their afterburners).

MISSION FOUR (MAGMA CANON)
PASSWORD – PYXIS
Head for the two black dots near the top of the map. Press HELP for a bearing (Approx 210), follow this at a low altitude, and destroy the cannon. Do not mistake steel looking mountain tops for the gun, and ignore enemy fighters because time is precious.

MISSION FIVE (GALACTIC STORM)
PASSWORD – CETUS
This is the next big battle, and again you must score maximum percentage by gunning down the enemy. Go for the big ones as time is tight, and follow the same callsign as for the 'Glory' mission.

MISSION SIX (COMMAND CENTRE)
PASSWORD – FORNAX
The target is almost straight up the map. Use the HELP key for a heading, and look for the purple dot on the radar (your objective).

MISSION SEVEN (THE MOTHER OF ALL BATTLES)
PASSWORD – FORNAX
Although in truth this is a lot easier than the other space battles as there is plenty of time. Tactics should be the same as all the others.

MISSION EIGHT (COMMAND SHIP)
PASSWORD – CORVUS
Fly to the large purple target that appears on the radar after taking the heading given by pressing HELP. Use self targeting missiles to shoot the small yellow box above the afterburners. Fly a reasonable distance from the Mother Ship before firing the aforementioned COBALT weapon and running like hell.

E-SWAT

US GOLD BAP

CHEAT Pause, type 'JUSTIFIED ANCIENTS OF MU MU', and you'll go up to ninety nine lives.

EXOLON

HEWSON BAP

CHEAT Type in your name as 'AD ASTRA' for a surprise cheat.

F-15 STRIKE EAGLE 2

MICROPROSE AP JULY 1991 – 87%

CHEAT To receive infinite ammunition, missiles, fuel and invulnerability, load the game and select a pilot as usual, but when selecting a skill level choose 'DEMO MODE' then pick a location and proceed as normal. The game begins in mid air with the computer in control. Simply move the joystick to take over. Enemy weapons can do no damage, and the R key will take care of re-arming and re-fuelling. And unlike on training missions, you can now gain points and medals. You can still crash, though. Alternatively, you could always try pressing CTRL, ALT, T and R during a normal game to renew your weapon supply.

F-19 STEALTH FIGHTER

MICROPROSE BAP

PLAY TIP Press ALT and H to get the pitch lines, fly upside down and turn off the engines whilst holding at an attitude of about ten degrees. You'll climb without losing fuel.

F-29 RETALIATOR

OCEAN BAP

CHEAT On the enrollment screen type 'CIARAN' and load up the pilot's log. The name should now read 'OCEAN OK'. You now have infinite shells and missiles. Try instead typing 'THE DIDY MEN'. Don't press RETURN, but click on the Colonel icon instead. Now press RETURN and select an area. When you start the game, you'll land automatically every time you press ENTER. If you get killed, don't restart but wait until 'SERVICE TERMINATED' appears. Reset the computer and reload. Your pilot should have been miraculously resurrected. Set up your mission as normal, but do not enter the weapon selection screen. You'll get unlimited Thunderbolt missiles.

F/A-18 INTERCEPTOR

ELECTRONIC ARTS BAP

CHEAT When the game has loaded and you are shown the credits, put the disk on write-protect. On the missions menu, press the key for selectable missions and you can now do any mission by pressing F1-F5. For extra missions, enter free flight and hold down 6, 7, 8 and 9 to enter the game. Quit and you can now access the extra missions.

FAIRY TALE ADVENTURE

MICROILLUSIONS BAP

PLAYING TIP

If you're having trouble dying, here's what to do. Make the first Crystal Palace on the Isle of Sorcery your prime target with Julian, your first character. Go to the Good Witch and click on ask. She'll give you a statue and a clue. Keep clicking on ask and your luck (or lives) will rise to sixty five. This can be repeated whenever necessary.

FALCON

ACTION 16 BAP

CHEAT In flight, hold down X, SHIFT and CTRL for extra ammunition. If you're badly hit, don't bail out. Swing round and head for home. Hold down HELP and the numeric + so that your plane stays level and drops down. Switch to tracking mode and rotate to side view. Just before you touch down, bring up the nose and you'll land successfully. Select 'MISSION END' and you'll be rescued even if in enemy territory.

FASCINATION

TOMAHAWK AP SEPTEMBER 1992 – 67%

COMPLETE SOLUTION

Open the briefcase (combination 'AARGH') – you'll find pair of pyjamas, a (er) packet of condoms and and an electric tooth brush. Open the desk draw, take out the adaptor, plug it into the refrigerator socket, plug in the toothbrush, switch to 110v, turn it on and take the vial. Go down to the hotel lobby, click on the newspaper, flick though the magazine, make a note of the telephone number and the one you find in the Who's Who directory. Take the key ring to the receptionist (she'll give you the missing key) and collect the token from the ash tray. Go back up to your room, open the fridge, put the vial into the ice tray, pour in the jug of water, take out the adaptor, put it back in the drawer, pick up the refrigerator cable and plug it into the socket. Call Jeffrey Miller (using the number you just noted) and commit the entry code of his flat to memory. As you leave the room, Romeo Robaire de la Cafetiere calls. Leave the room, go to the pool, use the pool key to open the locker door, open the battery compartment of the broken walkman with the token, take the battery, go outside to the pool, take the torch and give the hat hanging at the side of the pool to Prisca. Under the hat there is a light switch for the pool. Switch it on to reveal the pendant. Get it a coffee from the barmaid, take a sugar, drink your coffee and exit to QUL, phoning Miller from the telephone booth for the entry code. Give the guard dog the sugar, get the store room key, go down into the parking lot and look for an entrance into the building. You'll find that the entry code mechanism not only needs the code that Miller gave you, but a key card too. Use your key to open the storeroom, use the torch, unhook the locker door, search the cleaner's coat and take the car keys. Use the keys in the red car back outside, speak to the tramp and, as he suggests, give it a kick in the tyre to unjam the door. Take the keycard (by the seat) and get into Miller's office.

Miller is dead. Search his lapels – You'll find a silk handkerchief. Open it out on the desk, take the microcassette, search the bookshelf and below the manual you'll find a spring and trigger it to reveal a secret compartment, pull the cable inside to find the dictaphone cassette player. It's solar operated, so turn the lamp button on, insert the microcassette and it will reveal that two of the three remaining vials are being kept somewhere below a lingerie shop, so now you know where to head. Read the news on the table, get some sexy underwear, check out each of the changing booths for a shoe and a piece of paper – keep the shoe and read the information on the piece of paper. Find the private door and open it. Make sure you deactivate the bell before entering the storeroom. It'll be an early shower if you don't. There're some posters on the wall. Look behind all of them. Behind one you'll find a padlock key. Now remove the boxes from the shelf. One of them will reveal the safe. Unlock the padlock with the key. Unjam the bar by hitting it with the stiletto shoe. Having problems pulling open the safe door? Use the magnetic tape above you on the shelf. Now all you need is a three letter combination. You'll find it in the newspaper you read in the shop – obvious really. Once you've got the right combination a secret door will open to reveal the evil Doc's hideaway laboratory.

Go down into the lab. In the corner by the far door you'll see a white coat hanging up. Check the pocket. First you'll find a surgeon's mask. Keep it. Secondly you'll find a key for the closet. Open up the closet. You'll find some photographs among the documents signed by Lou Dale, the same person responsible for the girlie photos in the magazine. Take the photos and then look for the glass jar. Inside the vacuum sealed jar you'll see two vials. Smash the jar with the shoe. Take the vials. Now go over to the answering machine. Rewind the tape and then play the messages. You'll learn that the baddies are already on to you. Rewind the tape once more and erase it, to cover your tracks. You'll also be needing the scalpel. Now leave the lab and go back to the hotel. First go and talk to the receptionist. She'll tell you that someone's taken your key and left a message for you. A package has also been delivered and taken up to your room. Go up to your room – you'll find it looking like a bomb's hit it as it seems as though someone has ransacked the room. Recover the remains of the broken vial in the glass, take the lapel pins from the floor and the box of chocolates from the coffee table, leave the room and go down to the hotel lobby. Here you'll meet the Commissioner. Answer all his questions – don't lie about anything except the death of Jeffrey Miller, don't say anything about the vials you found in the lab and finally tell him that you will only deal with Miller's son, Kenneth. When he leaves, pick up the small piece of paper, find the corner which is missing in the girlie magazine and replace it with the piece of paper you've just found. You now have the telephone number for Lou Dale. Return to the hotel room and telephone Lou Dale.

As you approach the studio you'll see a car. Click on it and take the ten dollar bill from the base of the windscreen. Go to the service door – it's locked and the key is in the lock on the other side. So first take the newspaper from the dustbin – it seems an old friend of yours is up to no good. Slide the photographs you picked up in the lab under the door. Use the scalpel on the lock which will drop the key on the other side of the door. Pull the folder to get the key. Use the key to open the door and enter into the kitchen. Put on your surgeon's mask, and turn on the tap. Take the dish cloth and wet it with water. Now go to the cupboards and find the basin. Take it. Open the top cupboard with the dustbin. The glass will fall into the dustbin. Be very careful in this section. you don't want to give yourself away after getting this far. Get the bottle of bleach and pour it into the basin. Use the basin to mix the bleach, with the washing powder and the caustic soda. It's nasty smelling stuff, so be careful you don't damage yourself. Open the service hatch as wide as you can and place the basin in it. Block the space with the help of the wet dish cloth. Deliver it to Lou. Take the newspaper from the dustbin and then give the guard the lapel pins and the ten dollar bill. Your next job is to convince Kenneth Miller about the vials and everything his father told you on the microcassette, but don't tell him anything important. Simply try to please him.

Give Kenneth the drugged chocolates. When he's out cold take the ring on his finger. Now go to the sitting room. Take a cigar from the parrot and put it in the pirate's mouth. Switch on the aquarium. Find the shell and give it some plankton. Take the fish net and use it to fish out the pearl. Find the band on the pirate and put the pearl in his eye. Look for the print on the statue. Use the hallmark of the ring on it. Here you come up against the commissioner again. Answer all his questions politely, go to the bathroom and take the syringe from the dustbin. Fill it with formol from the glass jar. Now, you need to find the opening mechanism of the secret wardrobe. Fill the atomiser you find in the wardrobe with the syringe. Once that's done return to the living room. Neutralize the commissioner with the formol. Leave the living room and go into the adjoining room. Make a note of the month of the magazine and look at the torch under the microscope. Press the corner of the painting. Start the zodiax wheel and choose the sign corresponding to two months before the publication month. Ignore the date on Kenneth's ring. Now it's time to try out your musical talents. Compose the melody of the torch on the organ, noting that A is la, B is si, C is do, D is re, E is mi, F is fa, G is sol, and + is flat. Say the publication month is April, so two months previous is February. So the sign is Aquarius. If the message on the lamp is BAD+GE you will have to play si-la-re flat-sol-mi. After all that you find yourself in prison. Take the lighter in the prisoner's pocket, place (at least five) the magazines on the table, burn the magazines. the fire detector will go off and the door will open.

FAST LANE

CASCADE BAP

PLAY TIP The manual doesn't mention that there's an automatic gearbox. Press G to toggle between manual and automatic. When trying to qualify, pause with F1 and unpause with SPACE to freeze the timer. You can't help but qualify now.

FERNANDEZ MUST DIE

MICROSOFT BAP

CHEAT Pause and type 'SPINYNORMAN' for infinite attempts.

FIGHTER BOMBER

ACTIVISION BAP

CHEAT To enter any mission, enter your name as 'BUCKAROO'. Pressing D will now take you to the next waypoint.

FINAL BLOW

STORM AP JANUARY 1992 – 33%

CHEAT Pause, press F10 six times and unpause to become a totally unblockable fighter.

FINAL FIGHT

US GOLD AP OCTOBER 1991 – 82%

CHEAT During the attract sequence, press HELP after the line 'NOT SO FAST, TURN ON THE TV' appears. Also, pause, type 'SHERIFF FATMAN' and unpause to get infinite energy.

PLAY TIP If Mr. Big has you trapped in a corner and shoots you every time you get up, pause and unpause the game and he should move away.

FIRE AND ICE

RENEGADE AP JUNE 1992 – 88%

CHEAT Rumour has it that you can type in 'COOL' and press RETURN for infinite lives, but don't get your hopes up for this one.

PLAYING TIPS

ARCTIC HOMELAND

Rescue both puppies and collect the bone-us life from across the bouncing mines and you'll be able to exit 'Pack Them Bags' with five lives. There is another bone-us close to the start of the 'Green Run', and a secret exit following a short climb which skips you straight to the 'Black Run'. The normal entrance to the 'Black Run' is at the top of one of 'Glacier Cavern's' main steep slopes. Top up with snow-bombs, rescue the puppy from the Penguin cave and watch out for the Abominable snowman – or alternatively find the secret exit to avoid him altogether.

SCOTLAND

There is a choice of routes to 'The Moat'. Overground requires the key, but underground provides many treasures. 'The Moat' is an underground cavern; collect the Sonic Bark (that disk with orange and black concentric circles), your first special weapon, especially useful against the bears with shields. Wait until the crocs' mouths are shut before leaping on to cross over to 'Castle Maclean', collecting the disk by the fire and using the airbomb to the right to cross the wall of boiling porridge. Search around on the second floor for another bone-us, cross the porridge to the right with the chandelier, collect the Sonic Bark and take the second chandelier to the upper door. 'Rampart Romp' can be quick, cunning and lead to treasure, or slow requiring a huge jump across more porridge to rescue another puppy. Or, of course, both. Bounce on Nessie's hoops on the final zone, but watch out for her poisonous barbs. Locating one last bone-us and grab the final key part, not bothering trying to kill all the fish.

UNDERWATER

Follow the rock face to the right to the seabed, visit the cave to the left, collect all the fish above the caverns before going down, using the clams to get back up again. Take the hole to the left and use the clam to collect the bone-us and grab as much treasure as possible from behind the rock formations in the deep shaft and exit to the next level. There is a secret exit on both this and the next world; locating both the secret land and the secret exit back to land three will allow you a chance to discover a secret exit to the final underwater level. Take care of the eel with any suitable Special Weapon along with any spare snow-bombs, ducking under, jumping over or shooting the fish-bones it spits out. Take the tunnel opposite to collect the rest of the key.

THE TROPICAL RAIN FOREST

Take things slowly as to alert the minimum number of Incas. Jump the Venus Fly-Trap, watching out for the two spear-throwing Incas on the opposite riverbank. Once over the fire, freeze the big cat and kill the two parrots and caterpillar. Stand the Inca Idol's right hand to trigger it off, jump between its hands to avoid the jaws of the plants and leap to the right before the idol switches direction. The puppy will help you past the Inca Warriors. Listen for the roar of the big cats as you proceed right to the exit. Keep an eye on the volcano in the distance – if it awakens it will shower you (and any surviving Incas) with rocks. 'The Mechanical Wonder' titles land two facing you with another choice. Do you head to the right or leap into the hole in the ground leaving the puppy behind (at least temporarily)? Heading down gives you the chance of gaining two bonus lives by way of one puppy rescued and a bone-us bone. Allow the puppy to lead the way from platform to platform, taking out most of the Incas on the way. Freeze the chameleon quickly and grab the sonic bark disk. The puppy will then head towards the gold heart – you too can leave this way, but if you want more goodies then take the ice ladder upwards. A bit of timing is required to freeze the Inca and leap to shatter it before barking back at the chameleon. Do not use snow-bombs or sonic bark on the bamboo bridge otherwise it will collapse. Take the bone-us bone to the top left, grab the gold heart and you'll end up a little right to the start. Take out the Inca and parrot if they are still around, and don't hang around in front of the second volcano for too long. Collect as many snow-bombs as possible from the cloud, whilst any bonus weapon collected from the cave will be soon to come in very handy indeedy. Try not to take any casualties from the lightning – the nearer you get to the end, the quicker the snow clouds turn to storm ones. Take out the parrot and the two Incas on the bridge carefully – you don't want to fall into the venus pit. Watch what the puppy is up to – if the bridge goes completely then it won't be able to make the jump. Now the Coyote faces his biggest challenge – the Inca flying machine. The machine is deadly in three ways – it's hot, it blows fire and there's a dart-blowing Inca in the tail section, but after him the final chameleon should be a veritable singe.

FIREFORCE

ICE BAP

CHEAT Copy your roster disk, then if you die you can reload the other disk from the roster screen and your commando will still be alive and kicking. Repeat as many times as you want using the same disk for failed missions.

FIRST SAMURAI

IMAGE WORKS AP DECEMBER 1991 – 91%

CHEAT At the end of level six there are four concrete slabs which lead through the manhole to the end-of-level guardian and level seven. However, if you collect only two fairies you'll be able to jump from the top of the two remaining slabs onto the barrels to the right, and skip level seven altogether.

PLAYING TIPS

● If a bell has only semi-appeared then kill some more baddies to for extra sword power (and collect food if very low) and things will be ok.

● Ensure that when you ring the final bell of each level, you don't move off the screen or the scrolling can't cope and not all the Specials will register as being used.

● The old reappearing food syndrome makes a welcome return in The First Samurai. Single items of food which appear on screen with no help from you will re-appear if you walk away a few screens and return. Use this fact to re-stock your energy level.

● It is possible to have seekers, a lamp and a dagger or axe all in use at once if you collect them, or any two, in this order. If you have already say a dagger and then pick up a lamp, the latter will be used in preference and not as well as.

FLASHBACK

US GOLD AP MAY 1993 – 92%

PLAY TIP Firstly, it is also possible to actually walk through walls and doors. Step up to a wall or door, turn around, hold down FIRE and tap the direction you are facing (as if you were to run), but quickly pull the joystick back and remove your finger from the FIRE button.

COMPLETE SOLUTION

SECTION ONE

Collect and activate the Holocube, draw your gun, go up and right, take out the first robot, run across the top platform past the second and shoot the mutant. Climb down, take a running jump right, turn and draw your gun to get the door to open and the mutant to blast the third robot; else duck and blast him yourself. Recharge your cell and shield, use the cell at the bridge, cross, lower the lift with the stone, collect the teleporter and exchange it for the ID card with the man you come across if you take the ledge above the re-charge unit. Back at the teleporter take the second lift, kill the two mutants to the right, walk right, use the switch, jump the beam, cross the bridge, throw the stone to get the mutant to kill the guard and collect the key and credit card. Use the key in the first lock back over the bridge and the ID card in the security lock. Kill the first mutant, distract the two below with another stone, roll yourself under the security device and pay the old man for the anti-grav belt.

SECTION TWO

PASSWORD – BURN

Listen to what your friend has to say, talk to him again to receive the force field, jump the gap to the right, kill the mutant, use the fuse to mend the lift, catch the tube and alight at America. Take the lifts up, talk to the barman, locate Jack and head for the Job Centre in Europa. A work permit is required so collect one from the City Hall and return to take on the four jobs.

● Job one: Prepare for a jet-packing baddy at the top of the second lift outside the Travel Agent.

● Job two: Restricted Zone Two can be approached without threat. Step over the mine on the third screen, swing over the edge of the platform (don't just fall) and guide the V.I.P. to the lift. Watch out for a second mutant as you continue left two screens, climb the left platform and fire at the first security bee until it explodes. Activate the second, run to the left corner, turn and blast, pick up the key bring in the V.I.P.

● Job three: Show the man the photo, go to Restricted Zone One as advised (there's a mutant waiting for you), use the key and climb down. Select the forcefield, draw your gun, run into the next room and blast the hell out of the Cyborg.

● Job four: You'll need to practice in order to reach the end in time. There is no need to remove the faulty card – just insert the new one three paces to the right of the first terminal.

SECTION THREE

PASSWORD – EGGS

Watch out for security bees to the first and second, and third and fourth screens left and right respectively. Take the lift up, activate the switch to the right, step over then back into the floor switch and duck, grabbing upwards between blasts. Three screens left jump the trapdoors and take out the guard. Draw your gun before rolling a level up, step onto the switch and duck. Run over the drop, lower yourself, roll under the second falling mine, take a running-jump onto the next screen, roll through the second and third land mines and re-charge. At the bottom right of the third level let the guards come to you, use the forcefield on the second and shoot the guard on the first.

SECTION FOUR

PASSWORD – GURT

Use of the forcefield is now essential. Slay the policeman, tumble left, shoot the robot, run past the second, draw and fire. Face and stand to the left of the lift, take a ducking shot at the policeman, roll left at the bottom and let him have it. Watch out for more policemen, a robot and a pit on the next three screens and hail a taxi. Ignore the robot, take a running jump from the top platform, shoot the glass, jump through, descend, head right, climb the blue light, shatter the door and collect the key. Proceed right to the key lock, re-charge to the right, pull the switch to the left and take the lift. Scale the blue light and wait for the lift. Climb, pull the switches along the two corridors, grab the key, unlock the keylock, ascend, roll over the first trap door, climb down the gap, pull the switch, swipe the key and use it as soon as you've taken the lift.

SECTION FIVE
PASSWORD – CHIP
The guard will drop the key when shot. Time your way past the disintegrators above, swipe the telecontroller, receptor and key and re-charge down the gap. Pass the disintegrators and gap to the right by throwing the receptor across, avoid the appearing disintegrators by taking a running grab onto the first platform to climb down. Here lies your first slime alien – these are best killed by rolling away, waiting to be nearly dropped on top of, rolling away, turning and firing. Teleport past the disintegrators (you are safe to the immediate left of the door) and zap to the next section.

SECTION SIX
PASSWORD – TREE
Right, up, slaughter the two aliens, pull the switch, re-charge if required, drop the receptor on the lift, tumble down the gap, run to the mid bottom of the screen and gun down the three aliens, teleporting away if you get into trouble. Use the stone to open the door to left, ignore the mouse, head left, pull the switch, blast the door open and pull the other switch. Kill the two aliens who appear (teleporting away to re-charge if need be), pick up the diary, call the lift, go down, right, teleport down the apparent abyss and locate the key to unlock the keylock.

SECTION SEVEN
PASSWORD – BOLD
Go up, zap the aliens, pocket the mice, climb up, take a running jump to avoid the falling mines, place the receptor next to the lift, ascend, activate the switch, lure the alien out of his pit towards the energy generator (to give you more room to kill him), pull the switch and teleport back down. Pick up and use the key the alien drops, take the lift, climb the rest of the way, watch out for the disintegrators, stand to the left of the second lift to avoid the land mines and teleport down the shaft. Shoot the eye, ducking beneath its fire, and teleport down once more. Venture as far right as possible, take the lift to the far left, go through the door, stand in the middle of the screen and shoot the aliens. (They only take one shot.) The hanging creature needs to be shot from alternate sides in between taking care of the groups of aliens. (Roll away after each shot.) After rolling through the disintegrators you will be told what to do with the Nuclear Device. Pull the switch, teleport to the final screen and take the hidden lift at the right of the screen up, up and away…

FLOOD

ELECTRONIC ARTS BAP
CHEAT Enter 'MEEK' as a level code to get to any level.

FLY HARDER

BUZZ AP APRIL 1994 – 90%

LEVEL CODES
Level two – PHOTON
Level three – METAGRAV
Level four – BLACKHOLE
Level five – SUPERNOVA
Level six – TRANSMITTER
Level seven – QUANT
Level eight – NEOGEOPOWER
For the CD32 version, only use the first three letters of the passwords.

FLYING SHARK

FIREBIRD BAP
CHEAT On the high score table, enter the following codes, keeping the numeric 5 depressed as you type the last letter of each:
RHL – for acid men;
JGL – for full firepower
KDJ – for infinite lives
RAB – for immunity
HSC – to turn the screen black

FORGOTTEN WORLDS

US GOLD BAP
CHEAT Type 'ARC' on the title screen and press HELP. Now S takes you to the shop, N to the next level. You're also invulnerable.

FORMULA ONE GRAND PRIX

MICROPROSE AP NOVEMBER 1991 – 92%
CHEAT To win a race if you're behind, simply drive into the pits on your final lap, put your brakes on. Escape the game and go to accelerated time. You'll come in first. Also, after the first lap go into the pits and hold down P, A, L, I, R and FIRE and you'll become immune to crashes.

PLAYING TIPS
To some people, Formula One Grand Prix is not so much a game, but a way of life…

● If you have two cars, concentrate on one as your main driver. Send him out on a good qualifying lap straight away. Immediately you have your laptime, quit back to the pits, where you will take out your other car (on 'D' tyres). Only this car goes the wrong way around the circuit until you spot some Flash Harry speedster. Smash him, trash him but definitely stop him. Then quit back to the pits, arm the next car with 'D' tyres, to preserve your stock of 'Q's, and go and trash someone else on their qualifying lap. The quicker the turnaround the better, as you may even manage to get a backlog of smashed cars in the same spot (the marshals can quite often get confused and start pushing cars into one another). This is terrific fun and works better on short qualifying sessions, where there are many cars are on the track at the same time. Consequently, bigger smash-ups are likely, the less powerful cars get better grid positions, you have pole and there are several slower cars between you and the faster drivers.

● CHEATING AT SPA: Due to a slight flaw, it's possible to start at the back and get to the front in seconds at Spa. The grid layout is such that the back positions are behind the entrance to the pits. Get your best set up at Spa for both cars, but don't bother to qualify (as both cars end up at the back of the grid anyway). You'll start the race in twenty fifth position. Hit RETURN and head into the pitlane when the green light comes on. Once you're in the pitlane, turn the pitcall light off, razz down the pits, brake hard, and come out.

● CHEATING WITH CHICANES:
Unlike the real cars, the Microprose Formula One vehicles cannot get damaged unless they have horizontal collisions with walls or other cars. They seem to be able to leap into the air and land without exploding tyres or breaking suspensions or chassis. This makes it possible to jump and drive over certain chicanes at high speeds. Monza, Hockenheim and Montreal are good places for this. Approach has to be high speed, and you have to judge your entry and exit points precisely. However, it is advisable to drop down a gear or two as you leave the grass to get good acceleration, as you can lose up to fifty percent of your speed. When it works you can save a few seconds, and even take a couple of places. If it doesn't work you lose seconds, lose a wing or two, or even trash your car.

FRONTIER

GAMETEK AP DECEMBER 1993 – 65%

PLAYING TIPS

STARTING OUT

Begin on the Lave System and quickly upgrade to a Moray Starboat. Don't bother with missiles or Laser – an Auto Pilot or load of fuel is far more essential. Check the Bulletin Board, take any packages for Leesti and launch off; if there are enemy waiting for you, jump between Disa and Leesti until they have gone. Go to the Space Station and drop off any packages, purchase as many tonnes of Narcotics and fuel as you can afford, and back at Lave sell the Narcotics in Edward's Goods Emporium. Pay any fines and stock up. If you were unable to reach Lave Station because of enemy fighters then jump to Disa and try to land there. Narcotics are illegal in both systems so you can get a good price for either. Only sell illegal goods if on the bulletin board Edward Emporium is available or there are two 'goods bought and sold' ads. Continue trading in Narcotics until slaves become an option. Once you have made a reasonable amount of money, treat yourself to a Constrictor, Transporter (from Zaonce), six Shield Generators, one 1MW Beam Laser, an Autopilot and four Naval Missiles. Begin to trade slaves between Zaonce and Lave. Should things approach desperation, only take enough fuel to get you to Disa via Lave, and by this point you should be raking the credits in. The purchase of an Anaconda Freighter with ten shield generators, a 4MW laser plus every other add-on available will start you on your way to increase you Imperial rating. Go to Hoarla -1, -5 and pay the fine to clear your name of being a fugitive. Take a mission to make you a Serf and once completed, go to the Federal Colony of Formalhaut and do the same to be promoted to Private. Purchase a Puma Clipper as well.

TRADING

Money breeds money. Get used to the slow start. Keep a check on the bulletin board; occasionally one person will be selling goods that somebody else wants to buy. Keep it legal whilst you can afford it. Go for goods with high profit margins; robots, computers and luxuries are worth more than animal, meat and plastics. 'Honest John, and 'Johnson & Son' are police traps so avoid illegal trading with them, and note that if you are caught, bribery will only increase your fine.

ASSASSINATIONS

Don't try an assassination if the target is launching from a space station. Due to one of many bugs in the game the target won't actually take off. Good hyperjump capability and a hyperspace analyser is recommended. Fighting your prey around the planet surface can incur large fines. If you do want to fight around the planet, fire a missile at the target and then fly into space. This will engage the target and only incur a 600 credit fine. If you shoot with your laser, you will probably get a 10 600 credit fine.

COMBAT

Fighting manually is pretty hard and tedious, but an easier way is as follows. Turn the background stars off and the ship and planet details (F10) on. When attacked, rotate the ship so that the enemy is visible then pause the game. It is now easy to click on the ship to get a lock. If you have a radar mapper, take note of the details. Save the game. Unpause and let the ship fly around eight kilometres away. Switch autopilot on and the enemy will come into your sights. Keep shooting until enemy is about two and a half kilometres away. Switch off autopilot. This will prevent collisions and help you avoid being shot. Repeat these steps if necessary. Some ships refuse to fly more than three kilometres away. Use missiles to kill these ones.

TAXING

Two cabin spaces are recommended. Good money is often available for one or two passengers. A good hyperjump is also recommended as they tend to be in a hurry. Also carry a reasonable laser as trouble will not be far behind. Due to another bug in the game some passengers want to go to systems without planets. Therefore, keep an eye on the destinations, it may save money and extreme embarrassment.

BUGS

Another one of those annoying bugs is the fact that landing on planets with the autopilot on tends to get extremely dangerous. You can, though, remedy this by setting the time to maximum acceleration. Save often and avoid failed missions since your street cred drops rapidly. If your street cred does drop, try donating to charity. To fly to a spacestation/planet quicker, use autopilot to line up ship then manually accelerate and time skip until you register just under one AU. Switch on autopilot. This saves approximately two days per ten AU.

PHOTO-RECON MISSIONS
In case you're having any trouble finding the building you are supposed to be catching on Kodak, try taking the game down to minimum detail, closing in on the planet surface so that it just fills your screen, and scouring around for a different coloured dot. This dot is your target (if you can't see it, then try round the other side) – so head on in. The closer you get, the better the pictures are, though whether you receive any extra credit for this is anyone's guess.

CHEAT The first cheat involves trying to sell a ship with passengers still on board, for which you will be credited for the return value of your ship and debited for the new one but (because of the passengers) no exchange will take place. The trick is to attempt to buy a ship worth less than your current craft so that you're credited with more than you're debited. Don't forget to take your passengers to where they want to go before you start spending, though, or it's straight back to poverty again.

The 'Wormhole Cheat' is, like the above, pretty well known amongst more discernable Frontier players, with which you can get to anywhere in the galaxy with a single load of fuel? It relies on the fact that, after 655.35 light years, the computer loses track of the distance between the current and selected system and warps the range back down to zero. So, practically speaking, all you have to do to get from, say, Sol to Achenar is to pick a third system that forms a triangle with these two so that the distance from both is a light year or two over 655.35 (81.92 sectors on the map) and use that as a stopping-off point. You will, of course, need a basic know how of trigonometry in order to do this. Er, good luck!

FULL CONTACT

TEAM 17 BAP

CHEAT In one player mode, type 'QAZWXEDCRFVTGBYHNUJM' to slaughter your opponent instantly. Insert an S to make 'QAZWSXEDC...' to put the game into slow mode.

FUSION

ELECTRONIC ARTS BAP

CHEAT Start the game, get into the ship and fly up to the top left corner. Leave the ship and drive the crawler right into the corner. Now type 'STONKER' and get back into the ship. D now zips through all the weapons and C cycles through the levels. If you do the same again on level two you can collect switches by pressing F as you fly over them. Additionally, enter 'SWAMP THING' into the high score table and T will now cycle through extra weapons, B gives fat bullets, S gives shields and E gives a cheat mode where numeric – and + move back and forth through the levels.

FUTURE WARS

US GOLD BAP

COMPLETE SOLUTION
TAKE the bucket, examine the scaffolding, walk left, OPERATE the red button and window, then once inside the room TAKE the red plastic bag from the bin. OPERATE the cupboard in the bathroom, take the insecticide, OPERATE the toilet door and TAKE the little red fag on the floor. Walk over to the sink, USE the bucket, walk out of the bathroom, OPERATE the bottom right hand corner of the carpet and you will find a key. Walk to the top door and USE the full bucket on the door. Walk to the cupboards behind the door and USE the key on the second cupboard. EXAMINE the typewriter, then EXAMINE the large picture of it. Walk over to the desk and OPERATE the drawer. TAKE the sheaf of paper, EXAMINE the map, USE the flag in the hole to the left of France, walk through the passage, EXAMINE the numberpad then OPERATE 4, OPERATE 0, OPERATE 1, OPERATE 3 AND OPERATE 5. Walk through the door, EXAMINE the machine to the right, OPERATE the green button, USE the sheaf of paper in the slot at the bottom and OPERATE the red button. TAKE out the documents, step into the middle of the circle on the floor, walk left (following the green lines of earth otherwise you will fall into the swamp) until you are about half an inch from the mosquito. USE the insecticide, continue left to the final tree, EXAMINE the glint of light you see and TAKE the pendant. Walk left to the tree to the far left, EXAMINE the left tree root and you will find a rope. USE the rope on the strong branch of the same tree, TAKE the clothes, exit left, walk behind the wall of the castle, and OPERATE the tree. TAKE the coin which lands on the floor, exit right, OPERATE the pub door, USE the money on the innkeeper, exit, walk to the guard on the bride and USE the pendant on him to be shown inside.

EXAMINE the guard, TAKE his lance, exit right, walk to water edge, USE the plastic bag and quickly go right, and down over the bridge until the wolf growls at you, and USE the bag of water on him. Exit up, exit left, walk under the tree and USE the lance on the habit up the tree. Once you are changed exit right, down, and walk into the monastery. You must walk around the edge of the room in a clockwise direction, as the monks are doing. In the first door to the left talk to the monk, in the first room on the right read the messages, then return to the first room – the monk should have gone, allowing you to TAKE the cup. Exit, walk to the top room, OPERATE each barrel until you find a full one to USE the cup on. Walk to the room on the right, USE the full cup on the father, EXAMINE him, help yourself to the remote control device, USE it on the piece of furniture, TAKE the magnetic card and exit. Walk to the top room, USE the remote control on the barrel on the top of the ladder, walk over to the glass case and at the bottom of it is a gas capsule. TAKE it, walk to the console and USE the magnetic card on the console and the pendant on the girl.

Walk to the bottom right hand corner of the planet, OPERATE the earth mound, TAKE the blow torch, exit right, OPERATE the white rock, TAKE the fuses, OPERATE the mound in the middle of the screen, OPERATE the manhole cover and walk down it. Exit left, left, and left, USE the blowtorch with the tap, walk to the bottom part of the screen and head right along the sewers, stop just before the body of the creature you come across, blowtorch it, and USE the lance on the camera above it. Once in the port, EXAMINE the money collection slot on the bottom left hand corner of the newspaper machine, use the coin in the slot above, EXAMINE the returned coin and USE it on the slot above that. TAKE the newspaper and wait around for the train. When you stop, walk down the stairs, USE the fuses from on top of the fuse box with the fuse. Go back up the stairs. The guard should now be watching the television, so wait for the receptionist to do her make up before walking up the stairs.

Once you are aboard the Crughons' ship, USE the key, gas capsule, and newspaper on the air vent. Examine the Crughon, then when you reappear walk down and left and prepare for some mass slaughter. First take out the ones with red boxes around them. Next shoot anyone who makes a break for the opening, then as soon as the guy on the hoverboard appears to the right, turn all your attention to him. Mop up anyone remaining, then when Lo'Ann gets shot, EXAMINE her three times and USE the pendant on her. EXAMINE the dead Croughon at the front of the ship, enter and USE the magnetic card reader on the control pad at the bottom of the right hand side of the door. OPERATE the case, take out the garment and USE it on the camera. Walk back over to the case, click on and then OPERATE it. Walk to the right of the door, then as it begins to open, swallow the pill. Wait until both guards have entered the room, walk out of the door and cower behind the boxes. When you reappear OPERATE the box to the left and exit up. You will now have three and a half minutes to get to the bottom of the craft, using the ladders. Once you have located the computer room, EXAMINE the console to the left, USE the magnetic card, and get to the hangar, pronto.

FUZZBALL

SYSTEM 3 JANUARY 1992 – 80%

CHEAT If you find a level too hard, then wait until your time runs out and the bees swarm towards you. Shoot as many as you can, but when they kill you they'll disappear, taking the rest of the bad guys with them and leaving you to complete an empty level.

GALAXY FORCE II

ACTIVISION BAP

CHEAT Type in 'DONKEY' during play to skip levels with F3.

GAUNTLET II

US GOLD BAP

CHEAT Find a treasure chest and a key. Hold down DELETE as you open the chest. Release it and pull down. The HELP key will now give you five thousand health points. To avoid tricky levels, pause the game and wait for three minutes. When you resume, all the walls will turn into exits but you won't have had to fight or lose energy. To get into a secret room, clear the dungeon completely, picking up super shots last and then exit without pressing FIRE.

GAZZA II

EMPIRE BAP

CHEAT Press ESCAPE and you automatically win.

GEARWORKS

HOLLYSOFT AP OCTOBER 1992 – 60%

LEVEL CODES

Level two (Egypt) – 3518
Level three (Mexico) – 6382
Level four (New York) – 8427
Level five (Greece) – 2385
Level six (Australia) – 5924
Level seven (London) -1267
Level eight (Paris) – 7208

GHOSTBUSTERS II

ACTIVISION BAP

CHEAT When the 'ACTIVISION' logo comes up, how down ALT, CTRL, S and U and then press FIRE to begin to make everything easier. Also, F1 will skip levels. Additionally, when you switch on your Amiga, insert disk two, and then insert disk one when the prompt reappears. ENTER should now skip levels.

GHOSTS 'N' GOBLINS

ELITE BAP

CHEAT Enter '(!)' (or ')!(' if that doesn't work) into the high score table to deactivate collision detection. Additionally, type 'DELBOY' on the credit screen. The message 'CHEAT MODE ACTIVATED' will appear and you'll now be invincible.

GHOULS 'N' GHOSTS

US GOLD BAP

CHEAT Type 'KAREN BROADHURST' during the game. The message 'CHEAT ON' will appear and you'll now have infinite lives.

GLOBULUS

SOFTWARE BIX BAP

CHEAT Type 'Zvmo!EG' for infinite lives.

GOAL!

VIRGIN AP JUNE 1993 – 82%

CHEAT If you have a player sent off, you can bring on a substitute to replace him without anyone actually being taken off. Simply press the substitution key and once on the team selection screen, click on the name of the player who has just been sent off. (His name should be in black.) Now click on the substitute you wish to bring on and return to the game.

GOBLIIINS

DIGITAL INTEGRATION AP AUGUST 1992 – 69%

LEVEL CODES

Level two – VQVQFDE
Level four – ECPQPCC
Level six – HQWFTFW
Level eight – JCJCJHM
Level ten – LQPCUJV
Level twelve – FTQKVLE
Level fourteen – EWDGPNL
Level sixteen – TCVQRPR
Level eighteen – KKKPURE
Level twenty – NNGWTTO
Level twenty two – TQNGFUC

THE GODFATHER

US GOLD AP FEBRUARY 1992 – 56%

CHEAT Pause the game and type 'PIZZA HUT' for infinite lives.

GODS

RENEGADE AP MAY 1991 – 87%

CHEAT On level two, buy a shield and a potion. Get three fireballs and three stars, and blow the rest of your cash on food and health. Get all the gems, get a key and head for the exit. Go to the top of the last ladder and make sure you won't survive a direct contact. Release your potion and go down the ladder, and two thieves will appear. Stand in front of the door, and wait until the thieves jump down on you. As they touch you, push UP. You'll lose that life, but your bonuses will go up until you start world two again with twenty eight extra men and about five million points. Also, on some versions of the game, entering 'SORCERY' as the password will get you infinite lives.

PLAYING TIPS

- MONSTERS: All monsters have attributes defining their strengths, weaknesses and behaviour. As you progress they become more intelligent, and more effective at killing, avoiding and stealing your treasure. Thieves can be helpful, so don't kill them.
- WEAPONS: Weapons which can travel through monsters might damage another monster behind; when firing at three monsters in a line, say, a throwing star will do at least two hit points damage to each. Weapons which go through walls are even more effective.
- POTIONS: As you can only carry three items it is not wise to buy too many at a time; planning ahead will avoid risking having to drop an otherwise necessary potion. Buying or picking up a Power potion increases the damage done by all of your weapons; a weapon that is powered-up once will have one extra hit point and fire in two directions, twice and it will have two extra hit points and fire in three directions. Small Power potions power up weapons once, large Power potions power-up weapons twice, but the same effect can be achieved by buying multiples of the same weapon.
- EXTRA LIVES: These are found in treasure rooms, and awarded at 50, 160, 300, 500 (and then every 200) thousand, whereas crystals are also awarded at 100, 250, 400, 600 (and then every 200) thousand.

GRAHAM GOOCH'S WORLD CLASS CRICKET

AUDIOGENIC AP JUNE 1993 – 80%

CHEAT After the computer has returned a bowl and the screen changes to the distant fielding view, press ESCAPE to quit back to bowling before the computer had any time to make any runs. If you hit a defensive shot, pause the game, wait for the ball to lift into the air, unpause and you will be able to run as many times as you like. To get on to the next bowl, press ESCAPE. And thirdly, to get a team out for zero runs, first have two slips handy and in position, bowl a fast full toss straight between the wicket keeper's legs and the batsman will swing and cut off his bat into someone's hands.

GUNSHIP 2000

MICROPROSE AP AUGUST 1993 – 85%

PLAYING TIPS

BEGINNERS

- Chose the Apache and select Central Europe – the rivers make excellent flying practice, but do not use simplified flight as all practise on a realistic setting will always pay off. Use the computer as your co-pilot so that chaffs and flares are taken care of (but be warned that the co-pilot is not too bright at times) and practice auto-rotation. It can save a pilot that you have invested a lot of time into developing.
- When you qualify, use the Longbow Apache. It may not be as flash as the Comanche, but it carries more weapons and uses the new MMW Hellfire (which are a fire-and-forget type.) These enable you to pop up over a hill, fire, and duck back down before the enemy knows what's hit it. If you still want to use the Comanche, give your wing men Apaches, and the enemy will lock onto them instead of you.
- Always take Stingers with you as these are by far and away the most successful weapon, and use auto-pilot to stabilise your helicopter. Resist the temptation to fly with out it on your first mission as Commander because you'll have enough problems trying to command the other aircraft how it is. If there is a specific objective to achieve it is preferable to do it yourself as opposed to continually monitoring your comrade's helicopter. Your team members are very unreliable until they reach the rank of captain.

EXPERIENCED PLAYERS

- WEAPONS. When arming, Hydra 70 M261s are the best general purpose rockets. M255s and M247 can be used, but are really intended for specific targets – check how plentiful they are in your mission orders. Use the longest range weapons available: TOW-2s have too short a range, Penguins are only of use on ships, and only two Mavericks can be carried so use Hellfires (or Hellfire MMWs with the Longbow Apache, else Helstreaks. Carry Stingers or Sidewinders on your wingtips as well.
- DAMAGE. If your tail is damaged then reposition your course and activate the autopilot. If an engine is down, remain at top altitude; go low and one missile can knock you out of the sky. When terminally damaged, land and remain stationary for around two minutes and the chances are you'll get rescued.
- TACTICS. When given a Search-and-Destroy mission, consign your light section directly over the target on the large scale map for the point attack. Accompany your heavy section in search of the moving target, circling two choppers in corresponding directions whilst you fly direct to the marked area. Ensure that your men are armed appropriately. Whenever possible, split up into two groups. So on Search-and-Rescue and Tactical Support missions, send one section to the secondary objective whilst you rally your troops.
- WINNING. It is possible to win the Congressional Medal of Honour without all the settings on hard. Set the cockpit switches to Flight – easy, Landing – no crashes, Avoidance – off, Wind – realistic, Visibility – realistic, CM and Enemy quality – crack. Use the other helicopters as shields in order to sustain as little damage as possible and destroying every target in sight as quickly as possible and success should be yours.

GOLDRUNNER

PRISM BAP

CHEAT Start a one player game, crash into the first building and hold down F5 until the status screen appears. You'll now be able to fly through everything. Press in this order F2, F5, F4 and F3. You now have infinite lives, speed and energy.

GRAVITY FORCE 2

AP 30 COVERDISK

CHEAT Try typing 'CHEAT MENU', 'GLAPPKONTAKT', 'ULE', 'SHOW LT', 'BITS', 'BARF, 'ROXER', 'TOMAS' and 'SNIX' on the main menu (making sure that the arrow is not on 'START GAME') for various effects.

GREMLINS II

ELITE BAP

CHEAT Enter 'SINATRA' into the high score table for infinite lives.

HAMMERFIST

ACTIVISION BAP

CHEAT Type 'TAEHC OT TNAW I' into the high score table and F7 will now skip screens.

HARD DRIVIN'/HARD DRIVIN' 2

DOMARK BAP

PLAYING TIP Choose MANUAL gear mode and accelerate to top speed. Change to neutral gear and you'll be unable to collide with anything.

HARLEQUIN

GREMLIN AP MARCH 1992 – 91%

PLAYING TIPS

- Repeatedly shoot all question marks for continue bonuses.
- Presents: Open all presents you come across but only collect the contents if necessary ie only collect food if energy bar requires topping up, and never collect more than one of each special item.
- Only activate the umbrella at the last minute before hitting the ground.
- Use the Space Hopper when falling from a great height if the umbrella is not available.
- Fish cannot be transported between levels.
- The space hopper allows you to bounce on water.
- Explore around to collect continue bonuses – teddy bears, candy sticks and cup of tea – to build up your credits.
- Use autofire when there are lots of baddies around, such as in The Bomb Run, being careful not to use the umbrella/space hopper by accident. When you are the fish, switch on autofire all the time.
- Also, when inside the Clock Tower, go to the gift box near the big tunnel at the bottom of the level and collect the space hopper. Keep this; you'll need it later. Then go on until you get to the very beginning of the Jigsaw Level (just after the kite). Now get out the kite and hop up onto the ledge to the right that you usually wouldn't be able to reach. Then jump to the left. You should see strange graphics, as if the Amiga has crashed. Jump up again and then out to the left. Now you should be falling, and if you're lucky you'll land in completely different level, or perhaps even the end of the game.

HEIMDALL

CORE AP DECEMBER 1991 – 86%

CHEAT If you've just been killed and omitted to save the game beforehand, and you'd like to restore all your weapons, magic and crew members, then go to the 'SAVE GAME' option at the beginning of the game (the one with attribute options). When it tells you to insert your saved game disk, click on 'NO' and you'll be back in the Items screen with everything you had before you were killed. Also, try this. Go to the island. Pay the toll guard, and find the shop. Give Heimdall all the gold and the Adamantite axe, and sell the axe to the shopkeeper. Try it again and it'll magically get sold again. Keep doing this until the shop is full then buy back the axe. You should have made about five thousand gold coins in the process.

HEIMDALL 2

CORE AP MAY 1994 – 79%

COMPLETE SOLUTION

Go to Rurik's village. You achieve this by walking through the only open portal situated at the right of the Hall of the Worlds. Fire an arrow at the column on the left. A magical bridge will appear. Walk along it until you come across a beefy Norse-looking type of chap. Ignore him and jump down from the ledge at the right of the screen. Walk through the tunnel and avoid all those irritating rolling skulls. Once you've made it to Rurik's village, locate the hut that looks like a store room and take the circlet from the box. Make your way to the next hut a short way along the road and have a chinwag with Rurik. Head toward Eadric's village and make peace with him by giving him the circlet. In return he'll give you a letter. Make sure you've got it by checking out your inventory. Trudge along in the general direction of the pub and speak to everyone in there. Doing so should furnish you with more information on your quest. Go back to Rurik again and give him the peace offering from Eadric. He'll be over the moon at the prospect of allying with his old friend. So much so, in fact, that he'll give you a pass to get into the King's castle. Head directly for the King's Castle. Mess about a bit after you've landed on the castle. Pretend you've got a bus pass or something. Eventually, when you've pissed off the guard at the gate enough, give him the pass given to you by Rurik. This should see you safely through the gates and in one piece.

Follow your nose to the kitchen and talk to the servant girl there; she's the one with the dark hair, nice figure and excellent posture. She tells you what to do next. While up there, pick up the pick-uppable objects. Some of them will come in handy later on. Explore the castle a bit. You'll come across a portrait with eyes that follow you. Walk up to it and press 'Fire' on the joystick. A secret entrance will be revealed. Go through the entrance into the bedroom there. Press the button on the bedpost. A secret door will open and reveal a signet ring therein. Retrieve that signet ring. Go back towards the kitchen. When the guard blocks your way, give him the signet ring. He'll let you pass. Prepare yourself for the next bit, you're going to be doing some serious fighting; save your position now. Make sure that your bow is in the appropriate slot and that you've got it chock full with arrows. There's a Hakrat down the stairs who needs killing before you can go on. Try and position yourself so that the Hakrat fires arrows into the wall while you fire arrows into him. You'll probably not kill him with the arrows. Lay into him with your sword until he's dead. Be warned, if you're crap, it's going to take quite a while before he dies. Once dead, collect all your arrows. Go over and speak to the old chap inside the prison cell. He just so happens to be the King's brother. Pick up the letter he throws to you and head towards to the King's chamber.

Give the King the letter. His advisor throws a flaky and then disappears. The force field at the top of the stairs also disappears which is just as well, 'cos that's where you're going next. Shoot an arrow through each of the three holes. Be careful. You can easily burn to death doing this. Save your position first, just in case you fail first time round. Once done, traverse the walkway into the next room. Collect the piece of Ro'Geld disguised in the shape of a skull. Go to the fisherman's hut and press 'Fire' in front of the cupboard. This releases the fisherman from his chains of bondage. He'll also tell you about his poor, enslaved daughter. Head for Loki's shrine. Some of the tricks and traps can be quite tricky to get round in one piece, but there's nothing outrageously difficult. As soon as you've rescued the grateful fishergirl, she'll give you a talisman. This lets you access another of the portals in the Hall of the Worlds. Head back there now.

Go through the new portal in the Hall of the Worlds. Walk until you come across a dying man. Speak to him until he dies. Go back into the previous screen and fire an arrow into the circle of fire. This takes you into the half-world. Go back to the dead man and speak to him some more. He'll leave you his armour. Go back to the circle of fire and let off another arrow. Put the armour on and head for the castle at the top of the screen. Give the King the letter from the dying man. The king will give you another letter. Scout about the castle for a bit until you come across a table with a rainbow ring on it. Take the ring from the table and then head for the map screen. It's to the right of the entrance to the King's hall. Go to the Giant's Isle and head for the Ice God's cavern. Once there, fill your flask with water from the pool in front of the statue. Go back into the Fire God's cavern and pour the water on the fire. Head back to old Frigidarius's boudoir. Miraculously, a bridge has appeared. Cross the bridge and follow the path until you come across a room with a token irksome creature inside. Kill it off and pick up the talisman you find there. Throw the rainbow ring into the sphere of light.

GIANT'S HQ

Walk until you come across a desk with a candle on it. Push the candle over. Take the talisman after the flash fire and head back to the Hall of the Worlds.

UTGARD 2

As soon as you go through this portal, Heimdall gets knocked unconscious. He wakes up inside a cell. Outside, there is a rat. Knock the bread over to the rat. As a reward, the rat pulls the lever that opens the cell door. Explore the castle until you come across the Dwarven King. Give him the letter. In return, he will give you another letter. Go down the steps and take the second piece of Ro'Geld from the skeleton. He won't mind. Go back to the Hall of the Worlds by following the route behind the King's throne. Before attempting to jump past the jet flames, save the game. Head back to the Hall of the Worlds.

HER'KER'YN

Into the jaws of the Druid's Grove you go. Speak to the Druid and then go into the map screen. Go to the Dakta Village. Ignore the first Dakta you come across at the quay. Head to the armourers and kill the Dakta there. Speak to the man who is making a sword. Tool yourself up with the sword. It will make any combat you enter into from now on that bit easier to see through to a fruitful end. Fighting like that is thirsty work. Head for the pub for a lemonade. Kill the bullying Dakta. Explore the place some more until you come across two Daktas in a room. Kill both of the funsters and head back to the map. Go to the Dakta HQ and prepare yourself mentally to kick some butt. Jump down past the spikey ball and hide in the alcove. Press the switch on the wall. The ball will freeze and some steps will appear. Go into the room that contains a pile of treasure and press fire in front of the map on the wall. You'll be faced with a mirror reflection of yourself. Kill it. Kill the Dakta, take the Talisman and make your way back to the map screen.

Travel to the Island. Ignore the spider, you can easily outrun it. Now, you'll find yourself faced with one of those infuriating puzzles that you're supposed to solve from the given clues. If you can't be bothered to work it out for yourself, here's what to do; go to the furthest left column, up four tiles, down one, right one, up two, left one and up the rest. Tighten your bow string, synchronise your timing and sharpen your marksmanship in preparation for the next task. Shoot an arrow into each and every mouth and collect the Ro'Geld. Head for the Hall of the Worlds again.

TAL KER'YN

This is the Hall of the Gods. Go into the Death Goddess's room. Kill Heimdall and Ursha by walking into the statues. Walk into the light that appears on the wall. Take the crown and the holy symbol, and then walk out of the room to bring both characters back to life. Go into the Judge God's room and place the crown on top of the head in front of the lectern. You will now be judged. Assuming that you haven't committed any crimes worth retribution, the judgement should go well. Take the holy symbol.

Go into the Air Goddess's room – the Cloud Room – and walk into the lightning in order to teleport. Take the shield, armour and helmet. Discard the helmet in the main room. A bridge magically appears. Take the Holy Symbol and pick the helmet back up. The next room you should meander into is the God of the Weak's room. In true Teutonic Aryan style, kill him and praise the god of the struggle against weakness. Kill the other man as well. He may prove a bit tricky. Make sure you're well stocked up with throwing weapons and arrows. Once again, take the holy symbol. The Light Goddess's room is easy. Make your way across the tiles. It would be an insult to your intelligence to tell you how. Take the Holy Symbol.

You now have to collect seeds from three of the plants and throw them on the lawn. Go to the closed door at the end of the corridor and place the Holy Symbols on the spaces on the floor. Go up the stairs and place the shield in the path of the laser light. Take the piece of Ro'Geld. Go back to the Nature God room and take the other symbol. Back to the Hall of the Worlds and head for Her'Ker'Rn. Give the Druid the symbol. Walk through the gate in the trees. Walk onto the turtle's back and say hello to the fire sprite. He will teleport you back to the Hall of the Worlds.

Travel to the lower Hall of Worlds and use the new exit available to you. You should see a fire boat. Step onto this boat and you'll be transported over to Nifl'Heiml. Once there, you'll see an evil looking dog guarding an entrance. Ignore him for the time being. Go to the right of the screen and pick up all of the dragon's teeth that are scattered around. Walk up the stairs past the dog. Ignore his comments, he's just a bully. Walk up the stairs on the left of the screen. Don't bother fighting the creature in this room, he resurrects almost as quickly as you kill him. You are now in Loki's daughter's room. Admire her beauty and ignore her comments. Go to the right of the screen beside her. There is a secret door. Activate it by pressing the area. Go into the room. Fire an arrow into each of the mouths. A door will appear. Walk through the door and place a dragon's tooth on each of the red circles. Separate the teeth by picking them up with the left mouse button and clicking on the right. Tiptoe past the dragon's head and exit the room. Tool yourself up with some Shield spells and some lightning.It may even be worth saving the game before you enter into this fight. Once dispatched, make your way into Loki's room. You will be teleported into Baldur's room at this point. Before you can even think of despairing, Ander will teleport you to the world of Sho Ker'Yn. Traverse your way over the tiles. Just in case you haven't, save the game again. As soon as you have completed the tiles, tool up for combat and kill the double Heimdall and Ursha. Walk through the gate and enter the room you find there. Hurrah, you've found another piece of Ro'Geld. To obtain it though, you've got to turn around so that the shadow character in the room faces the Ro'Geld. Press fire. Leave this section and into the room where you will find a Dakta. Kill the Dakta and cut the rope on the wall. Walk across the wood plank into Ashok's room. You can't see Ashok, so you have to throw the Ro'Geld at him. Enter the room and prepare for the final showdown with Loki.

HAWKEYE

THALAMUS BAP

CHEAT If you're about to die with no lives left, press DELETE to skip a level. Also, press pause, HELP and unpause for infinite lives.

HELTER SKELTER

AUDIOGENIC BAP

CHEAT In a two player game, when player one gets 'EXTRA', just let the time run down until one of the players loses all his or her lives. You'll both now get infinite lives.

HERO QUEST

GREMLIN BAP

PLAYING TIPS

- Play the maze several times to gain cash fast and save up to buy the crossbow.
- Note that you don't have to be in the same room as the enemy to use the crossbow, you just need to have a line of sight to the target.
- Don't buy the plate armour because although it gives good protection, it slows you down considerably. Buy chain mail instead, and the tool kit for when traps stand in your way.
- A good way to keep your character healthy is to create the Wizard (making sure he has the Water and Earth spells), then when you start the quest cast the Healing spells on your player and then send the Wizard through the stairs.
- In The Rescue Of Sir Ragnar, kill all the creatures on your way in so that the path is clear for Sir Ragnar to escape.
- In Lair Of The Orc Warlord you'll find there is a very useful potion in the cupboard to the west.
- In Prince Magnus's Gold, kill all the creatures on the way in, as you will be too weighed down by all your gold on the return journey.
- In Melar's Maze there is a magical item on the west side of the dungeon.
- In Legacy Of The Orc Warlord your items are in the room to the east.
- In The Stone Hunter, Borin's armour can be found up in the northwest area of the map.
- In The Fire Mage there is a treasure chest to the east.
- In Race Against Time use the southern door to get riches, or the western door to just get out.
- In Castle Of Mystery don't collect the gold, (it's Fools Gold, worthless and prevents you from attacking). Also don't buy the shield because one can be found in Bastion Of Chaos. Search for the secret door to find the holder of the Star Of The West. Use the Spirit Blade when fighting the undead, as it is very powerful against them. And kill off the Witchlord's henchmen with the crossbow before you attack him with the Spirit Blade.

HIRED GUNS

PSYGNOSIS AP OCTOBER 1993 – 88%

PLAYING TIPS

THE LEVELS

- Sort out your back packs, guns, Psi-amps and food. You'll want the Mini Gun on the first mission – to get this you must jump a character with high Agility and low Weight (not a droid) through the hole at the top of the three lifts and collect the Access card. Outside this level there are a couple of pushable blocks which leads to a switch. Use a droid with suitable ammo in the water. The laser will be ruined before you can return it to the surface but the the Silenced Super Covert will make a good back up weapon if ammo runs low.
- To avoid being trapped on the cave mission send any laser-carrying characters through the cave section and down the stairs. Locate the

ascending set of stairs and teleport, but upon materialising ensure you don't touch the barricading block (or the others will get stuck). Take the others to the set of stairs where the water is rising and sinking – (this is safe because there are chances to breathe), and after a smattering of killing you'll uncover a door. To reach the crate send one person up the lift and over to the left, drop down, and once again when in possession of the gun and ammo. Watch out for the Rhal here. When you kill him, place a proximity mine on the floor in front of the button, press, and step back and left before the lift goes in order to rescue the remaining member of your party stranded at the base of the lift. This, however, takes practice. If you don't quite feel up to it, retire to a safe distance upon pressing the button, and walk back down the long way and retrieve him.

- The laboratory test site is rather tricky fodder. It does not necessitate completion, but if you want to give it a shot the Laser Flux Cannon, the watertight Psi-amp, the odd machine gun and as many grenades as your pockets will hold will come in useful. The Fusion Reactor mission is not worthy of noting except for pointing out that there actually two bits to it. The second part which you are taken to by the lift initially resembles the first. That is until you turn left (Yikes! – a Robodyne) or turn right (Yikes! – two of them). These are best disposed of at long range with a grenade launcher. And whatever you do, don't leave the level without the Fusion Power Core Ring.
- To clear the room scattered with land mines, open the door and lob in a grenade. The proceeding levels increase quite severely in difficulty, so one thing you must be wary of is leaving characters standing in the open even if there appear to be no enemies around. Make sure you lock them in a secure room – it is even possible to find baddies dropping in from the ceiling. Most levels are surrounded by water, so don't forget to drop a droid in to have a scout around, saving the game beforehand. If you find yourself waiting for a descending lift, chuck a grenade down the shaft before calling it up. Any monsters who may have been waiting for you are in for a nasty surprise. And some last minute general advice. Do not fire and then run forwards (you may run into your bullets). And if you run low on food and droid repair then repeat the first mission and you can stock up on more.

BADDIES.

The majority of baddies are pretty lethal. Seemingly cute little lizards, beavers and foxes may not inflict much damage, but still poison humans. The druids and priestess (in grey, and red and green respectively) will fire at you. Only the small puppy (who only features in Action games) is truly safe, and hence should be blown as soon as you clap eyes on the little fellow with the biggest gun you can lay your hands on. All monsters can, and will, negotiate stairs (so bear this in mind when scarpering), but many won't follow you through doors (but be warned – they can if they want to).

- LEAHDILE: Viscous and too fast to outrun. Some are able to fire also. They inflict a whole lot of damage but by no means hard to kill.
- RAHL: Again, these are viscous, fast and can kill a man with two bites max. But they pose far less of a threat if you own any grenades or mines.
- AHL-CIM: Quite slow and deadly at close range. Some are protected up to the teeth with shields. Got any lasers or grenades? Good – you're going to need them.
- HADRAL: These make little more than a fleeting appearance in the game, but are easy to kill nevertheless.
- SKELETON: Fast, but easy in the minority.
- AMREK 5: Similar to your sentry guns but obviously trained on you instead of the enemy.
- ROBODYNE 700: Very fast, very very deadly and very, very, very hard to kill. They fire constantly and are fatal at close range. Side and step is the method to pick here.
- SHARKS: Deadliest by far in groups. And, er, only found in water.

WEAPONS

- PROJECTILE WEAPONS: These are best used for backup more than anything. The best ones to have are the Assault rifle, Auto gun, Mini gun, Super covert, Grenade launcher, Imperial Auto and the Mounted Machine gun. Anything else isn't really worth the bother; shot guns only fire twice, hand guns don't pack enough power, rifles are too slow, and although good, the rocket launcher's ammo is too limited. Don't overload on ammo, one clip per gun is enough to get you out of a tight spot. You should be using a laser by now anyway.
- ENERGY WEAPONS: Of course the snag here is that (along with the Assault rifle and Rocket launcher) once wet they are rendered useless. Not to fret though – the way to get around levels which need to be executed underwater is to use a Watertight or Part Waves spell. For power without mass, you can't get better than a Particle Beam rifle or a Neutron Flux cannon. The Disrupter cannon is located in the second temple; collect it if you will, but remember that is is only effective in a large area and should not be fired in close proximity to other party members. Take all laser packs that you come across – you will be using a lot. Flamers are affected by water, but a Good Thing is that you can fire them through a force field and kill monsters on the other side. Sentry guns are a nice extra, but have no special uses and so should be sacrificed in a having-too-much-to-carry situation. They save you ammo, but in contradiction to the manual, it is possible to get shot by one.

MULTIPLAYER ADVICE

Locate an object that you know another player is likely to seek out, place a mine underneath and hide! Their greed always gets the better of them! Remember to bag all the items you come across as weapon for you means one less for somebody else. Another sneaky move is to hang around at the top of a lift shaft and when somebody gets on, nudge a block over the edge. They'll be dead before they reach the top!

ALSO

Load up and select Short Action game, then after the players and controls menus select mission 4-5, Lemming Wars #2. Now just nip down the stairs, grab the grenades and run round in the water to find someone to blow up. It's manic! Just like Dyna Blaster with first person perspective! Other tactics include standing on the top and throwing grenades at people in the water, replacing grenades with mines (biggest laugh in ages), putting sentry guns round corners and on heads, lobbing grenades down stairs at someone coming up to kill you and chucking grenades at wall so the explosion hits another player. Just remember not to drop into the Lemming pits!

AND DON'T FORGET

On level one of the full mission the hole at the top of the three lifts is opened by pressing behind the blocks at the back of one of the starting buildings. Don't forget to press the switch at the bottom of the first lift shaft on the Artificial Island in preparation for later in the game. Run a character north to the Laboratory Test Site to open a hole (near your staring position) used to skip part of the level. And what about the door halfway up a wall near the beginning of the Animal Enclosure level? Combine the Psi-Amp behind the right door in the large cavern in the main building with the lift.

HISTORY LINE 1914-18

BLUE BYTE AP FEBRUARY 1992 – 87%

PLAY TIP To beat the computer, retreat to your buildings, put all your artillery in front of the door, surround with your other units and place all your spare units inside the buildings. On your movement turn, wait for the computer to select his attack targets, move the targeted units into the buildings for repair and replace these with the undamaged units from inside the buildings. On your attack phase, use only artillery and shoot only enemy units adjacent to your perimeter units. Shoot down any aircraft as soon as possible (the computer doesn't bother repairing them) and as soon as you feel up to it, go in for the kill.

LEVEL CODES

SINGLE PLAYER MODE

Level one – PULSE
Level two – GOOSE
Level three – SPORT
Level four – BIMBO
Level five – TEMPO
Level six – BARON
Level seven – BUMMM
Level eight – LEVEL
Level nine – TOXIN
Level ten – PRINC
Level eleven – CLEAN
Level twelve – XENON
Level thirteen – SIGNS
Level fourteen – HOUSE
Level fifteen – SIGMA
Level sixteen – SEVEN
Level seventeen – ZOMBI
Level eighteen – MOVES
Level nineteen – BLADE
Level twenty – ZORRO
Level twenty one – STONE
Level twenty two – MOSEL
Level twenty tree – ORDER
Level twenty four – SODOM

HOLLYWOOD POKER PRO

BAP

CHEAT Hold down H and F9 to steal a hundred credits credits from your opponent.

HOOK

OCEAN AP JULY 1992 – 84%

COMPLETE SOLUTION

GETTING A PIRATE UNIFORM

Collect the anchor and the pole from Pirate's square, the rope from Dead Man's Pier, and the three mugs from The Bait and Tackle. Head out of the upstairs door, join the anchor to the rope and use it with the wood above the clock. Swing back and fourth to swipe the pirate's hat, knock on Mrs Smeedle's door but before she opens it swing back. Return to Pirate Square and use the pole on the jacket. Pay your next visit to Dr Chop in Muggers' Alley. Pick up the roller blind, enquire if you can make some money, and in answer oblige his request for a gold tooth. In the Jolly Roger hand over the three mugs and three coins (the third's in the jacket) to the barman. Pass the three mugs of Cocoa to Fake Jake, nick his trousers as he falls asleep, and use the roller blind behind Pirate Square.

GRABBING HOOK'S ATTENTION

Attempt to pick up the pots next to the portcullis (you'll get gold), ask the Pirate Tailor's about Hook and the metal detectors, buy a magnet and use it on the faint cross on Good Form Beach, then back on the ship, consult Hook's men.

UNDERWATER

Examine the huge clam, take the conch shell, use the washing pole on the pulley and use the clam.

NEVER FOREST

This is to the right of the Looking Point. Go right, right, right, back into screen, right, back, left, back and left.

THE LOST BOYS

Walk to the green stuff oozing out of the tree, then when Tink arrives, fall from and walk into the tree and go up the left steps to the Lost Boys' workshop. Pick up the arrow, use the bike and weight in the jogging area, go to the Avenger, examine the net, take the string and pocket the largest flower at Four Seasons. Use the shell on the chicken and swop the eggs for some elastic with the boy in the workshop. Unburden the branch from the tree by the round pond (through the dining area), tie on the elastic, use the bow with the Pan Pipes in the workshop and repair the slingshot with the elastic. Head up the Little Bank to the Cliff Side and jump off the corner of the fence. Ask the boy what he thought, then repeat jumping until you are cued to use the slingshot. Ask the Fat Boy what his happy thoughts are (he'll give you Toodle's marbles) and swop the flower with Tink in the garden for a thimble. Finally, locate, insult and throw food at Rufio. A ball in the middle of the Round Pond screen will knock you across the lake into the big tree. Examine everything, then talk to Tink. She will talk to you and give you your teddy. All that's left now is you to outwit Hook in a fight. Er, good luck.

CHEAT Go into the Bait and Tackle and pick up the mug next to the candle. Then continue clicking on 'PICK UP' in the space where the mug was and you'll get all the items you need in order to complete the game.

HORROR ZOMBIES FROM THE CRYPT

GREMLIN BAP

CHEAT Typing 'CHEATMODE' during play and F10 will skip levels, typing 'M' during play might do something too, and 'BOGEYMAN', 'BOGEY EATER', 'IMMORTAL' or 'CUSTODES' might even work as level codes to get infinite lives.

HUDSON HAWK

OCEAN BAP

CHEAT Pause and type 'SCIENCEFICTION' and DELETE will skip levels. If this doesn't work, type it on the title screen.

HUMANS

MIRAGE AP NOVEMBER 1992 – 70%

LEVEL CODES

Level one – DARWIN
Level two – ANDIE PANDY
Level three – GET A LIFE
Level four – CARLOS
Level five – BOWIE
Level six – DOOBLE
Level seven – SDL
Level eight – THE HUMBLE ONE
Level nine – PIXIE
Level ten – MILESTONE
Level eleven – WAR WAR WAR
Level twelve – J MCKINNON
Level thirteen – UNLUCKY
Level fourteen – BLUE MONKEY
Level fifteen – RED DWARF
Level sixteen – BAD TASTE
Level seventeen – THE KITCHEN
Level eighteen – CJ
Level nineteen – SORT IT OUT
Level twenty – SMART
Level twenty one – VILLA3BORO2
Level twenty two – EARLY MORNING
Level twenty three – BORO4LEEDS1
Level twenty four – EASY LIFE
Level twenty five – JIMS TIES
Level twenty six – PARKVIEW
Level twenty seven – NICENEASY
Level twenty eight – GREEN CARD
Level twenty nine – COOKIE
Level thirty – MALCY MALC
Level thirty one – RAVING BURK
Level thirty two – YOU GOT IT
Level thirty three – SGNIMMEL
Level thirty four – MINISTRY
Level thirty five – MAD FREDDY
Level thirty six – BIZARRE
Level thirty seven – FREE SCOTLAND
Level thirty eight – APPLE JUICE
Level thirty nine – PAYDAY
Level forty – BANANA MOON
Level forty one – BONUS
Level forty two – BOUNCING
Level forty three – NO MONEY
Level forty four – A S F
Level forty five – VISION
Level forty six – SI STERS
Level forty seven – 8 FAST FASHION
Level forty eight – CARGO
Level forty nine – RAB C NESBITT
Level fifty – RANGERS
Level fifty one – RAINBOW
Level fifty two – DOODY
Level fifty three – MIGHTY BAZ
Level fifty four – TIRED
Level fifty five – CONSOLIDATED
Level fifty six – STAY HAPPY
Level fifty seven – AMERICA
Level fifty eight – ANOTHER DAY
Level fifty nine – ISOLATION
Level sixty – PROMISED LAND
Level sixty one – DAEMONSLATE
Level sixty two – BIG RAB
Level sixty three – MIAMI VICE
Level sixty four – MARGARET M
Level sixty five – A34732473
Level sixty six – HELP ME
Level sixty seven – THE EXILES
Level sixty eight – EIGHTLANDS
Level sixty nine – WINE AND DINE
Level seventy – NIN
Level seventy one – TECHNOPHOBE
Level seventy two – GETTING THERE
Level seventy three – TIME IS
Level seventy four – RUNNING OUT
Level seventy five – LORDS OF CHAOS
Level seventy six – NOW ITS DONE
Level seventy seven – IM OUT OF HERE
Level seventy eight – HERES TO A
Level seventy nine – BETTER LIFE
Level eighty – BYE BYE BYE

HUMANS – THE JURASSIC LEVELS

MIRAGE AP JUNE 1993 – 63%

LEVEL CODES

Level one – WHEELS ON FIRE
Level two – OLLING DOWN
Level three – HE ROAD
Level four – KIVE OFF
Level five – AY TRIP
Level six – IRAFFES
Level seven – AKE UP
Level eight – LYING AVENGER
Level nine – WIBBLE
Level ten – BILL AND BEN
Level eleven – SPITFIRE
Level twelve – DESERT ANGEL
Level thirteen – NOONEKNOWSUSL
Level fourteen – APRILL 1993
Level fifteen – ALMONDBURY
Level sixteen – KATE
Level seventeen – SNESSY
Level eighteen – OLDHAM8BORO1
Level nineteen – FROG AND TOAD
Level twenty – DANSPAM
Level twenty one – SAVERRANCER
Level twenty two – 19ACOPY
Level twenty three – M LOVE BONE
Level twenty four – ASYLUM
Level twenty five – WINOPUSKA
Level twenty six – ALICEINCHAINS
Level twenty seven – ABSOLUTELY
Level twenty eight – FABULOUS
Level twenty nine – ED AND PATS
Level thirty – SWEETIES

HUNTER

ACTIVISION AP AUGUST 1991 – 85%

COMPLETE SOLUTION

First collect all the items in the two huts on the starting island. Next board the boat and journey westward towards the stores. Enter the stores and click on 'AUTO'. On the same island enter the house and collect the enemy uniform and money. Put on the enemy uniform and return to the boat. Look at the log book and click on the first man. Head towards the coordinates (X 163, Y 80) and enter the hanger. Inside collect the ambulance. Drive to the dot on the map (first man). Enter the hut and select 'TALK'. He will reveal the coordinates of the old man (X 181, Y 197). Enter these into the log book and head back to the rocket boat by the hanger. Place some of the fuel into the boat and set off for the coordinated previously given to you by the first man. You should now be next to a light house. Enter and continue handing over dosh to the old man until he refuses more. Now select 'TALK'. He should tell you the coordinates of the second man, which are (X 99, Y 61). Enter this into your log book and make haste for these coordinates in the rocket boat. The second man is in the church – enter and hand over the grenades until he refuses more. The coordinates of the professor will now be yours. (X 59, Y 46) are the coordinates that you'll be wanting to head off for at this point. There is a helicopter here; add some fuel then walk to the master key at (X 164, Y 169). The master key is situated behind the windmill. Now head for the professor in the power station. Enter and select TALK, and the prof will ask you to retrieve a nuclear device from (X 28, Y 227). Return to the helicopter, add some fuel, and fly to these coordinates. When arriving there will be three small huts with an electric barrier outside. Do not enter the right hut, nor touch the barrier. Use the timed explosives to blow up the right hand hut. Now enter the middle hut and collect the nuclear devices. Fly back to professor and hand over a device. Select TALK and he will now get you to firstly collect a disk from (X 100, Y 225) immediately before visiting the third man at (X 195, Y 119). Return to the helicopter and go get the disk, picking up some fuel from (X 224, Y 123) on the way.

Once at the location of the disk, enter the house and walk behind the washing machine to collect the disk. Return to the helicopter and fly towards the third man. He is situated behind a rock, selected 'TALK' to be given instructions to retrieve both the security pass and computer from (X 224, Y 153) and (X 224, Y 199) respectively. A security pass and flight to the location of the computer later, you should see a fort. Put on the enemy uniform and operate the computer. At this point, enter the information given in the log book and make tracks for the prison at (X 135, Y 239). Enter the prison and talk to the prisoner – he will tell you to fetch a saw from coordinates (X 151, Y 121). At (X 151, Y 121) enter the building, collect the hacksaw and antibiotics. Head back to the previous prison and give the saw to the prisoner. He will tell you to pay a visit to the green monk at (X 85, Y 174). Make sure that you take some food and an animal of some kind with you; if you are having trouble finding one then try the house at (X 35, Y 248). The monk will kindly inform you that there is an injured soldier at (X 10, Y 36), which you should go to. Enter the building at these coordinates, talk to the soldier and give him the antibiotics. The soldier will require more even antibiotics before he will tell that the location of the General is (X 135, Y 239) and that there is a handy scroll at (X 91, Y 173). So for this reason, collect some more antibiotics from (X 151, Y 121) and hand over the booty accordingly. Pick up the scroll on the way to the General's location. Here you will find the prison – blow it up with grenades, bazookas, mines or ASM missiles from the helicopter. Walk south (out of the screen) into the bunker, shoot the General, collect his head, return to HQ and collect loads of well deserved credits.

HYBRIS

DISCOVERY BAP

CHEAT Type 'COMMANDER' into the high score table and F10 will toggle invulnerability, F9 will warp to the next level and F2 – F8 give you the add-ons. Also, if you press SPACE on the option screen you'll get a menu to change the game parameters.

HYDRA

DOMARK AP JUNE 1991 – 37%

CHEAT During play type 'KILLKILLKILL'. Now Q toggles technical mumbo jumbo, F gives maximum fuel, RETURN cycles through the weapons and various other keys transport you around the game.

IK+

OCEAN BAP

CHEAT Press SPACE when knocked down for invincibility on that round. Also, try typing the following four letter codes whilst playing to activate various animated bits in the background. Only only one thing happens at a time, though.

EDHK, GLZP, SHAH, STEW,TOTO, ANSL, GPZP, SIMR, SUNL, JUMP, FISH, BIRD, PERI, FREZ, PAC, F**K, D**K, W**K, C**T, T*T, FOOK, ANBK, WORM

IKARI WARRIORS

ELITE BAP

CHEAT Type 'FREERIDE' into the high score table for an interesting result.

IMPOSSAMOLE

GREMLIN BAP

CHEAT Enter any of the following into the high score table:

LUMBAJAK – for double the energy
HEINZ – for triple
ANNFRANK – to top up energy
JUGGLERS – er…
OUCHOUCH – to walk on water
COMMANDO – for no weapon time limit

IMPOSSIBLE MISSION 2025

MICROPROSE AP JULY 1994 – 75%

LEVEL CODES

LEVEL ONE – CARPARK
Section two – ETQFJXXD
Section three – EXQEJDC
LEVEL TWO – OFFICE ZONE
Section one – FBQDDXRE
Section two – FDFQCVXIA
Section three – FJQCHXOM
LEVEL THREE – INDUSTRIAL ZONE
Section one – FNQAYXHI
Section two – FRQYCXVL
Section three – FUQTBXQE
LEVEL FOUR – COMPUTER CENTRE
Section one – FYQOPXEF
Section two – GCQLRXWB
Section three – GGQKTXUF
LEVEL FIVE – CONSTRUCTION ZONE
Section one – GKQJYXDI
Section two – GOQJFXBK
Section three – GSQFDXZA

INDIANA JONES AND THE FATE OF ATLANTIS

US GOLD AP JANUARY 1993 – 90%

COMPLETE SOLUTION

Take the newspaper, push past the crates to the fire escape and climb up into the wings of the theatre. Keep the stagehand talking until the end of the show, hand over the newspaper (he'll leave), push the left and right levers and the red button to activate the zombie. Talk to Sophia and head for Iceland. Mention Plato's lost dialogue to Dr Heimdall at the Old Dig Site – in return he'll point you towards Sternhart and Costa. To find Sternhart, take a plane to Tikal, walk into the jungle, whip the rodent through the gap in the trees through the fourth black gap to the right. As you head with Soph for the temple Sternhart will appear and demand you tell him who wrote the lost dialogue before he lets you in. You don't know, but the parrot does. Once inside, get Sophia to distract him whilst you swipe the kerosene lamp from the Trinket stand. Use the grease inside to remove the darkest spiral design from inside the temple, use the spiral with the the elephant head and collect the Worldstone and orichalcum bead from the tomb.

Now to find Costa. Return to Iceland, and back at the Old Dig Site take a peek at Heimdall's handy work. Use the orichalcum bead in the eel head, use the map screen to get to Azores, knock on the door you draw up at and get to Sophia ask Costa, after explaining who you are, about the lost dialogue. Offer to trade the eel and Costa will tell you about a specific collection of artifacts. Take note where he says they are. Get to the college. Walk up the stairs, take the gum stuck under the desk, use the rope, pocket the arrowhead and push the big crate. If this is the collection that you want, collect the mayo from the coolbox from your office over the road, grease the totem pole in the attic, climb up the hole in the ceiling, take the key from the urn and open the chest below. If the collection Costa mentioned wasn't in the chest then it will be inside the wax cat figurine. Take a piece of coal from the cellar, use the gum on your feet, walk up the coal shute, take the smallest cat figurine and throw it in the furnace. The dialogue will now be yours.

Return to your office, and agree to let Sophia tag along for the rest of the game. (The game splits three ways here – and this solution is only relevant if Sophia stays with you.) Go to Algiers, take note of the beggar's special offer, swipe the mask from the shopkeeper across the market place and down the alley and head for Monty Carlo. Here Sophia will coax you into taking part in a seance. Talk to all the strangers who walk past until you locate Dr Trottier, invite him up, and consult the dialogue to answer his question. Lure him into the hotel and and get Sophia to keep him busy. Collect the flashlight from the cupboard under the mirror, take the bedspread, remove the fuse from the fusebox and use the bedspread, mask and flash lamp. Pick up what's left behind and catch a cab back to Algiers in order to collect the map and camels the shopkeeper gives you when you show him the stone. Trade the mask with the first item he offers, buy a Squab on a Stick from the grocer next door. Keep trading with Omar to obtain the sort of item the grocer tells you he wants until he finally accepts.

Nudge Sophia towards the knife thrower to volunteer her into his act. A souvenir knife is now yours. Hand over the Squab on the Stick to the beggar, accept the free balloon ride, take the steps to the right, hand over the ticket, climb into the basket, use the knife with the rope and use the new map screen to land in the nearest Nomad camp. Follow the bearing the Nomad gives you when you show him the map, and continue landing and asking directions until an 'X' appears on the map. Land here, walk to the dig site (don't worry about Sophia), take the ladder down and take all four objects. Use one end of the hose with the petrol cap on the truck, the other on the clay jar, locate the filler pipe on the 'Metal Thing' (generator) down the hole, use the gas filled jar with the filler, push the 'Little Metal Thing' (button) on the generator and the lights should come on. Use the ship rib with the crumbling wall to the right, use the wooden peg and Sunstone with the disk and check the dialogue to see how to line up the Sunstone. Sophia appears through the hidden door. Take the spark plug from the generator (don't forget to turn it off before pulling it out), pick up the Sunstone and the wooden peg, walk to the broken truck, use the distributor cap and spark plug in the engine, close the hood and head for Crete.

Use the transit to get you to ruins of Knossos. Examine all rooms until you find a mural, and take note; the bull's horns depicted are referring to the horns in the centre of the ruins which you will be using in conjunction with the surveyor's instrument to work out where something is buried. Push all the stones (on the small scale map) to unearth the two statues, and set the surveyor's transit on top of either statue to the outside edge of the relevant horn (as shown in the mural) in the centre of the ruins. Use the ship's rib where the two lines of sight intersect and pick up the stone. Exit the ruins, walk to the stone pedestal, deposit the Sun and Moonstones, set the contraption according to the dialogue and walk through the secret door. Take the two statue heads within your reach, walk through the door and grab the third with your whip. Take the left upstairs door, and the door to the immediate left following that. Coax Sophia on to the lift to provide enough weight to send it downwards. Take the Worldstone and the staff, climb the chain behind the waterfall, take the left door, place the three statues heads on the shelf, walk through the newly opened gateway, ascend the stairs and continue along to an elevator shaft. Push the chock supporting the counterweight with the staff, return through door to the right of the steps, stick the staff in the mouth of the large face on the wall to activate the lift, swipe the gold box and return to the original elevator.

Whip the head of the Minotaur statue onto the lift to provide enough weight to activate the lift, take the door at the back of the screen and, as you're too big, persuade Sophia to climb through the hole above. Talk to her once again through the door and get her to put her necklace in the box. Wander around using the fish in each room until you locate a hidden door behind a wall. Use the ship rib to get through to the Map Room. Place the Sun, Moon and World stones on the spindle and once again set them according to the dialogue. Retrieve the stones before going through the door which opens. Kerner will appear – if you insult him too much he will shoot you, and as he'll wind up with the stones anyway you may as well give them to him. Break through the wall with the ship rib and head for the sub. Walk to the hatch and do your damnest to convince the Captain to let you on board. Order the crew over the intercom to the bow, wander around locating the ships controls, collect some battery acid in the porcelain mug from the galley and also the cold cuts and the bread, and get Sophia to distract the guard whilst you creep up behind him. Take the plunger, use the acid on the strong box, unlock (and push) the steering wheel with the key, replace the lever back in the control room with the plunger when it breaks off and use it. Steer the sub into the entrance somewhere on the background (you may, incidentally, need to reverse) and you'll finally arrive at the outskirts of Atlantis.

Pick up the wood thing in front of you and walk right. Soph will be kidnapped, but don't worry – you'll be rescuing her in a minute. Climb the ladder to the pile of rubble, take the metal rod from the left stone box and stick in an orichalcum bead. Place the three stones on the spindle, set them opposite to last time, stick a second bead in the statue's mouth, retrieve the ladder and three stones, and walk through to the outer circumference of Atlantis. Locate the left vent of the dungeon and use an orichalcum bead in the Sentry statue to rid yourself of the guard. Walk clockwise around the outermost passageway to the subway in the third quadrant. Use the bread with the cold cuts to make a sandwich, use this to bait the rib cage and drop it in the Crab room to catch a crab. In the Lava room use the cup with the pedestal and the statue's head with the plaque. Take the cup of lava you collect back to the Machine room, fit the bronze spoked wheel to the front of the machine, pour the lava down the funnel at the top and reap in the orichalcum beads. Remove the spoked wheel again and make for the Sentry room. Use one bead in the fish head, a second in the eel sculpture and a third in the statue's mouth. Go on through to the dungeon.

You can't rescue Sophia yet, so take the machine part to the canal, feed the octopus the trapped crab and stick a bead in the mouth of the raft. Float left down the canal, opening the gates with the appropriate stone. The steps three screens away lead to the crescent-shaped gear and an open cupboard. Close the cupboard and take a look at the inscription – this is very important because it refers to the Sentry statue guarding the inner ring of Atlantis, the moon representing the crescent-shaped gear, the star the bronze gear, and the circle the bronze spoked wheel and machine part. Continue left along the canal to the Sentry statue and use the ladder to examine his chest plate. You want the statue to move its left hand (to your right) to release the chain, so place the wheel, machine part and gears as according to the inscription and pop an orichalcum bead in the hole. Use the left chain with the left bronze hoop and activate the statue to move his right hand (to your left) to open the door. Use the hinge pin to rescue Sophia and (not forgetting to take it with you) venture in to the inner circle of Atlantis.

At the lava pool drop a bead inside Soph's necklace and as it heats up use it with the gold box. Collect the sceptor from the right and follow Sophia to the hulking machine. The inscriptions on the wall outside and the floor inside show how to operate the machine, ie insert the pin, push it up, insert the sceptor into the left and right slots and use a bead in its mouth. Once travelling, reposition the left lever into the middle slot and pull both down. Note the position of the stones on the wall of the gigantic lava room – and set the stones accordingly when you arrive at the heart of Atlantis. Whatever you do, don't give in to the professor's demands and to finish the game, look out for and pick the the all important phrase of "For your sake, I hope this doesn't work."

INDIANA JONES AND THE LAST CRUSADE (ACTION GAME)

US GOLD BAP

CHEAT Type 'SILLYNAM' into the high score table for infinite continues, and type 'IEHOVA' on the title screen to activate a cheat. 2 will advance through the level, L will move you to the next scene and I will give you an icon.

INDIANAPOLIS 500

ELECTRONIC ARTS BAP

PLAYING TIPS

If you want to be in with a chance of taking the lap record you're going to have to customise your car, and that's usually a pretty hit and miss affair. But for a pretty effective set-up, choose the Lola/Buick and tweak the settings as follows:

FUEL – five gallons
DRAG – front two notches from top, rear one notch from top
TYRES – right side at hard, left at soft
STAGGER – +0.20 inches
PRESSURES – front right and r.r. at 24psi, f.l. at 28psi, r.l. at 25psi
SHOCKS – two notches up from firm
CAMBERS – front right at -0.50, r.r. and f.l. at +0.25, r.l at +1.00
GEARS – first gear at 9.30

If you're still to qualify, however, use ten gallons of fuel and set first gear to 8.13 instead.

INNOCENT UNTIL

CAUGHT

PSYGNOSIS AP MARCH 1994 – 81%

COMPLETE SOLUTION

Take the passport, head for the bar behind the Spaceport, take the pawn ticket from the back pocket of the man sitting to the left of the bar, and the newspaper, jar and lid from the end, show the passport (as ID) to the bouncer to get into the Paradise club, speak to the woman you recognise, pocket the cane and perfume and keep clicking on the receptionist's desk with the pick up icon to get the chewing gum. Meander down the alley way to the left of the club, pick up the hose and bag, and pass the can of Newt Brew to the tramp. Cross the screen to the Diner, examine the pile for rubbish (you'll find an egg), talk to the biker, take the oil can and head back to the pawnshop. Exchange the ticket for a camera, examine the vase for a wrapper then smuggle it out in the bag, charge up the camera from the socket on the Diner, blind the tramp with the flash and nick his hat. Return the vase to the woman, the slash to the biker and go to the bar. Sit down, buy yourself a drink, pick up the Deflector ring after the scene is over, head for the subway, use the coin with the wrapper and then the oil can to un-jam the screwdriver form the vending machine. Order a drink from the robot in the bar, use the screwdriver to remove his circuit board, go to the docks beyond the Diner and use the remote control when the security robot threatens to raise the alarms. Take the hat from the gang rail, swop it for a carpet with the pawnbroker and catch the train to The Hill. You don't, incidentally, have to keep travelling around the entire circuit – instead examine the map on the train and click the walk icon on the desired station. From The Hill, get the mushroom, show the ring to the security camera, talk to the man once you've blagged your way inside and leave. Take the tube to East Eruk, burst the balloon with the screwdriver and merge it with the cane to make a bow. Now take the tube to Regurgi.

Fill the jar with mayonnaise from the stand, add the lid and click it on the fly. Grab the hot dog from the stand also. Talk to the desk sergeant in the police station. When you are talking to a character if you move your speech cursor around his or her speech bubble sometimes words will highlight. The police sargeant is the only case in which you actually need to do this in order to complete the game (click on 'drugs bust' to receive a bag of flour), but others will reveal more information than if you'd only talked to them with the standard choice of questions. For now, though, go door to the bank, address the windows, tell the cashier you'd like to open an account and hand over the bag of change. Ring the doorbell, press it again and use the chewing gum on the catch. Go through, use the screwdriver on the keyhole (the top left white pixel) of the filing cabinet once for the bank file and again for the blueprint. Collect the mushroom from The Hill, and head back to the docks at Badside and you will automatically hitch a ride to the monster's cage. Pick up the two pieces of vine and the stick, straw and grating. Combine the stick and one piece of vine, select the bow (and click at the top of the screen) to grapple the resulting hook in the girders above. Spray the monster with the perfume, swing across, feed the plant the hotdog, swap eggs, swing back, attach the second piece of vine to the metal hook and escape down the sewers.

Use the blueprint to locate the vault, and place the mushroom against the wall and let the fly lose to blast your way in. Use the flour, take the bonds from the deposit boxes to the left and scarper back through the sewers to The Hill. Take the 'Work of Art' (it's a stone) from the gallery and use it with the aerosol and hose to shoot the display case. Pick up the stone and shoot again, use the carpet and fire one final time. Take the statue to the house to the right. Hand over the statue, bonds and egg and, to cut the animated sequence short, you end up in prison. Use the bed, examine the device that appears and use it. Talk to N'palm, the guy in the cell next door. (He'll actually be accompanying you to the end of the game). Pick up the mat, use the trapdoor, go down, and get through the maze. Use the device again and climb aboard. Talk to the bloke – a lengthy section of plot unfurls and you're transported to a luxury cruise liner. Take the book, hand the flowers to the honeymoon couple, nab the man's wallet, show the bar man the credit card and passport and accept the drink. At the Spaceport get N'palm to distract the old lady whilst you pocket her fur stole. Tell the customs officer you're a visitor and enter the shop. Pick up the tools and talk to the shopkeeper (he'll give you a box of mechanical parts and an etiquette book). Use the screwdriver with the mechanical parts, and in turn with the stole to make some a fury mouse. The lab tech in the bar will agree to help you if you can deliver P'PauD'Pau's daughter a love letter. Read the etiquette book at the palace, and talk to the guards. Use the fury bait to distract the dog in the dog pound as you walk past, climb the rose trellis and talk to Ruthie.

Seek out the lab tech again and he'll let it slip about the Doomsday weapon. Back at the Spaceport get N'palm to steal you an Army uniform. Tell him you've got a plan, change into the uniform (on the status screen), enter the lab and (oh dear) its into another jail. Out of all the plans to escape, only writing a love letter to Ruthie will have any positive outcome. Back at the bar ask Ruthie about the Transatron and for a travel warrant, at the lab ask N'palm to take a crate to the Spaceport, use the travel warrant with the crate and get inside. Escape from the shuttle via the pod to the right. Enter the fortress and take the stairs up. Walk through the building until you find Ruthie (picking up the crowbar on the way) and ask her about a way into the vault. Walk back to the first room, move the crate blocking the door and go through. You need the pass key to get the crystal out of the plinth, and Ruthie has the very thing. (To get out use the crowbar on the first crate and take out the balloon and gas cylinder. Use the gas cylinder and click it in the balloon to float back up.) Use the crystal on the console in the control room – it doesn't work – so walk around a bit and come back and the dictator will have appeared and you'll be able to finish the game.

INSANITY FIGHT

MICRODEAL BAP

CHEAT To skip levels, hold down both mouse buttons, FIRE and L.

ISHAR

SILMARILS AP JULY 1992 – 78%

COMPLETE SOLUTION

KENDORIA

Go east and you will meet Borminh. Give him some money (he'll tell you the names of a few good inns) – but as he's a traitor, if you enrol him make sure you don't fall asleep in his presence, and use him in fights to receive blows intended for others. Carry on eastwards, when you reach a pool, turn south to the birch-wood to enrol Kiriela. Place him in the second line, prepare a Fireball rune, turn south-west and head for the the village. Recruit Kirian from the inn (doing a bit of shopping to keep everyone happy) and visit Akeer. There's a useful training course on offer but it's up to you whether you go for it. Continue south-west, skirt, and help yourself to the treasure from the house and on the way back, the teleporter on the other side of the bushes to the east. Teleport, turn south-east and take out for the barbarian over the bridge with a few fire balls. At Lake City look out for a merchant, a training course, and two inns. Don't bother enrolling Golnol and Nasheer, head south along the river take the first bridge, look out for the psycho-analyst's hut to the south, the reptile's hut near the night prowlers (you'll find a message) and in the bushes (for a purse full of gold coins). Travel east as far as Rhudgast, go north as far as the ocean, return westwards to Osghirod, kill the knight and nick his helmet.

THE DUNGEON OF RHUDGAST

Head south as far as the river, travel up-river, dispose of the dwarves, get the purse, turn north, take a few steps to the west and enter the fortress. Don't be shy, go in. In the eastern sector release the handle – you'll find several labyrinths containing treasures and quite a few skeletons behind. Get the treasure from the room with the key, don't open the next handle (it jams imprisoning you inside). In the western sector you'll reach a large room with two entrances to the north – the western access will lead you to a runic table, the eastern access enables you to reach the magical phial. Go for it where it hurts when you reach the giant at the crossroads. Leave the fortress, return to Osghirod, travel alongside the river to the west and take the bridge.

LOTHARIA

Enter the village to the west, listening out for any tell-tale war drums and taking out the panther trophies on the way, and behold the inn, merchant, and spell-making course. Travel west along the coast (the spirit of Azalhgorm appears from the birch trees) and east the beach (to take the runic tablet from the pedestal), to Fimnuirh (using the mental vision helmet to see the predator), to the clearing in the forest (to blast the predator and collect four magic rings), along the river to the bridge (popping in to Rhudgast), to Aragarth and as far as the river. Give the merchant some cash and he will give you a potion, enrol Fragorn if need be, kill the minotaur (it's better to make him waste all his magic weapons and projectiles from a distance attacking him hand-to-hand), cross over, travel north east to the giant Gato. Kill him and pick up the tortoise, Ygwen. Go south again (watch out for the belligerent warriors), travel south east to Urshurak, skirt the ramparts, enter the city gate, blast the highway orcs, get the parchment from Jon (the magic prescriptions connected with those in the manual), mix an Arbool potion in the magic phial, travel east from the city of Valathar until you reach the forest, south along the edge of the forest to Zach the merchant, who has something useful to sell. Go east into the forest and give the pig an arbool spell to transform it back into the witch.

HALINDOR.

Visit Irvin. He'll tell you his daughter has been kidnapped and taken to Elwing. If you rescue her and return her to Irvan, he'll give you a useful key. You'll find her in the town square. Lose a team member to make sure she comes with you. Also in Elwing you'll find a bloke called Thorm who'll give you five monks robes – an essential disguise. Leave the town by the road opposite to that by which you entered. Return north to Irvan's pad, giving the anti-love potion to the appropriate guy on the way, head due west (keeping an eye out for the wizard) and teleport. And, well, that's almost it.

ISHAR 2

SILMARILS AP AUGUST 1993 – 79%

COMPLETE SOLUTION

IN THE VILLAGE

Ignore the murder, and head for the village. Familiarise yourself with and use your map at all times from the 'Act' icon. This helps minimise wasted time and all that unpleasant fantasy-world disorientation. Once there, go to the well at its centre. Turn the crankshaft; you can only do this if you face the well straight on. A character looking suspiciously like ancient French soothsayer Nostradamus will appear from the well. He is Kudsac. Enrol him, take all of his money and then kill him. Done that? Good, now it's time to pay a visit to the village's two taverns. Again, if you find yourself walking around in circles, refer to the map. Enrol an archer, a warrior, a scholar and a magician. If possible, enrol Eliandr the scholar and Zeloran the magician. An archer is indispensable, as you'll be finding out later on. It's also well worth visiting the village's two shops; the armoury and the food store. Top up with a sword, armour, as many arrows as you can carry and energy replenishing food.

TROUBLE WITH THE LAW

Now to inject a little heat into the adventure. Go down to the harbour in the south-west portion of the map. Your path will be blocked by one of the village chief's guards. He'll probably ask you for some spare change. Belt him once and once only for his cheek. You should soon get arrested for doing this. Hey, what did you expect? You can't just go round hitting people all the time you know. You're not at school any more. The chief, as with all these RPG-type head honchos, is a sullen fellow whose only interest in life appears to be the fact that his daughter's necklace is missing. This is your chance for a bit of proper adventuring action. Say cheerio and prepare to leave the village. Remember those big hard men whom you had to back off from at the start of the adventure? Now's your chance to go back and kick some serious posterior with your swords and arrows. Go down to the stone circles. Before you reach them, though, it's worth saving the game up to this point – just in case anything untoward happens, you understand. As this is your first foray into a melee, it is also worth experimenting with the chessboard formations of your group. In general, keep the weakling scholars and magicians to the rear. Oh, and finally, it's worth noting what the girl has to say as she dies, and don't forget to pick up the pendant which you'll find lying there on the ground. You'll be tired after the big battle, so eat whatever food you've collected. Return to the village and buy things like shields, helmets and more food. Even bigger fights are in store. No, not in the shop, in the future. You clot.

FRUITS OF THE FOREST

The next part isn't strictly relevant to this part of the adventure, but the objects you collect will come in handy later on. Check your map and head east straight through the forest to the other side. If you can, try and travel along the relatively clear area of the woodland. You may have to fight some Orcs, but these guys are easy and should present no problem. Go as far east as you can and then turn north. You will find some black-and-white mushrooms. Pick these up and hold onto them. Further north from the mushrooms' location is a bunch of dandelions. Pick them up too. Now for another of those rollicking fist-fights that make role-playing adventures such fun. Go back into the forest and head for the clearing which is easily located on the map. Here, you will come across an ambidextrous giant of an Orc. This guy is your toughest opponent yet. Therefore, without wanting to sound too repetitive, make sure you save your progress before reaching the clearing. This Orc can absorb an immense amount of damage, so take care, and don't go wading in straight away with all weapons flailing – back off and keep hitting him with arrows until you figure it's safe enough for a bit of hand-to-hand.

You'll notice that the Orc was wearing a necklace. Gobsmackingly, this is the necklace that the village chief has lost. Take it back to him. You have now won his favour. He forgets about the incident with his guard earlier on and allows you access to his boat. You are now ready for the next stage of the adventure. Before heading for the harbour, spend the night in a tavern – eat, drink, sleep and you'll be more than ready for the next day ahead.

ABOARD THE BOAT

Board the boat at the harbour and head to Zach's Island. You do this by clicking on the city map's harbour. Once here, head to the extreme north east of the city. You know you're at the right place when you see a Minstrel. He'll ask you for some spare change. Just ignore him, these people are parasites and the scum of the earth. In fact they should be wiped off of the face of the earth with riot police and water cannon.

BACK IN THE CITY

Enter the library. A short message will appear to keep you happy while you wait. Amazingly, magically and mystically, the esoteric forces of the digital disk drive has just whisked in an extra piece of your map. Go on, look at it. See that little extra piece on the bottom right hand corner of the screen? That's the map for Akeers Island, that is. For the moment, your work is finished in the city. The next section is pretty tough however. Work your way through the city. Familiarise yourself with it and while you're familiarising kill as many thugs and thieves as you like. The thugs like those in Picture 5 always leave behind a bag of money. This is necessary in order to build up your collective monetary funds. Do not on any account attempt to enter the upcoming crypt at Akeer's island without some heavy firepower. You'll recognise the armour shops by the whopping great anvils parked atop their doors. Arm up with superior swords, shields and armour. If possible add a bone bow to the list. This bow inflicts more damage than an ordinary one and is thus a desirable item in any self-respecting archer's inventory. Stock up on food and arrows. Ensure that everyone is carrying their full load of aforementioned items. Replenish physical and psychic energy levels to max. Head for the harbour and depart for Akeer's Island. On arrival here, keep travelling to the east. Remember the old rhyme about sticks and stones. Well, just remember that you've got swords, arrows and spells, so use these on the dirty old skeletons you'll encounter instead. You'll soon know whether or not you are adequately equipped. The skeletons are pretty tough characters. If you find yourself having difficulty, go back to your last save point and start collecting some more involuntary donations from the Town's local thugging and thieving crew.

AKEER'S ISLAND

Okay, now that you've done that, it's back to Akeer's Island. Follow the passage east, until you come across an exit to the south. This takes longer than you think, so persevere. Eventually, you'll come across a passage to the south. Follow this until you come across a couple of cul-de-sacs. Collect the treasure in the western sac and the skull in the eastern. Keep travelling east until you come across another southern exit. Travel far enough, and you'll come across this room. If you don't, then you're lost. Try and retrace your steps. You may have to fight some more skeletons. Avoid them if you can. From this room, take the south-eastern exit. Travel south and then east and you will come across a corridor leading north. On both walls of this passage are two switches. Trip both of them so that they point upwards. Although you can't see them from here, these switches open a couple of access doors that you're going to be using soon. Go back to the the room with the firebrands in it and trip the switch on the north wall. Use the south-east exit again ad you'll come across a couple of cul-de-sacs containing treasure and another skull. Pick both items up. Now, assuming you get lost along the way like I did, you may come across a spell-casting skeleton. This part is a real dilemma. If you're heavily armed enough, you can kill him. If not, run away!

ZACH'S ISLAND

With the treasure and so on all safely collected, it's back to Zach's Island. Resort back to your crusty clean-up crew tactics (ie kill them all) and steal their money. You've got another big fight coming up which is worth quite a lot of money. Head east toward the library. Before you get there, turn north into the square, where you'll find the bank. Don't enter just yet, go round to the other side of the square. See that load of dirty old guards there. That's your biggest fight yet, that is. Dig in with arrows, spells and flaming swords. Unless you really have to, do not, repeat do not leave this fight. The guards are replaced if you do. You can step back if you need to eat food, replenish your arrows etc. Assuming you're heavily enough armed, you should mop up the guards in a minute or two. Payoff time now. Go through the door that the guards unsuccessfully guarded. You are now in possession of one hundred thousand coins. Deposit most of the money you gain in the bank. Make sure that you have at least 10,000 gold coins with you. They're going to pay for the next part of the map. Rest, recuperate and celebrate over your new found fortune. Now head for the harbour. You're going to visit Irvan's Island again. Before you leave, make sure that you're in possession of the eagle you were commanded to buy by me. Head along the East coast of the island. You'll probably have to fight quite a few wasps, but they should prove to be no problem now that you're so heavily tooled up. Eventually, you will come across the Wizard geezer. Give him the 10,000 coins. He will cast a spell on your eagle. The eagle flies away, but comes back a few minutes later. Well, what do you know. You are now in possession of another piece of the map.

GO WEST

Head back in a general westerly direction and locate the standing stones where you witnessed the murder of the poor little girly at the beginning of the adventure. Head to the west end of them and you will locate a nice little artefact. Unfortunately, as soon as you pick it up it animates a golem. This guy is one mean mother. Hack in with as many temporal weapons as you can. Magic isn't much good. Once you've killed him, turn around quickly, cos you've got to fight him again. This time, he's dead for good. Head for the harbour and set sail for the Southern bay of the mountain island. Ignore the above instruction if you haven't bought any fur coats. You absolutely definitely need them. The mountains will draw the life out of your marrow as sure as a demon drinks blood from sacrificial virgins. Assuming that the coats have been purchased, now's the time to use your ropes to keep the party together. Head east across the mountain path, searching the snow as you go. You'll find a cauldron. Pack it away, you'll need it later. Head back the way you came. Keep searching the various offshoots as you go. Eventually, you will come across a rather lovely looking but very vicious rhinoceros. Kill it and break the horn off. Aah, it reminds me of my African safari.

BACK HOME

Head back home. If you encounter any dwarves, show no mercy, they are nasty little gits. Rip their gizzards out and sell them to their mothers. Recuperate in the city and then set out for the North-Western part of the mountain island. Now this sounds contradictory on the page, but head eastward along the coast until you come across a mountain passage travelling westward. Eventually you will come across two vertically unchallenged giant types. Give them everything you've got. It's also wise to be well tooled up with arrows to give yourself a nefarious advantage. Once dispatched, head down the passage until you come across a natural hollow. In this hollow there should be a Living Sword. An excellent weapon and one you should make your own.

HEAD NORTH

Go back to the coast and head North. At the end of the hike, you will find a small cul-de-sac which contains one of those ubiquitous hermit types that seem to exist in every fantasy setting. Prepare a Humbolg potion for him. He will cheer up and give you another piece of map in return. Yup, you now have the map of the tree island of Thorm. Go on, you've deserved it have another rest, a slap up meal and a gossip back in the city. Kit up and make sure you've got an iron shield -this is very important as you will soon see. As soon as you land, put on the pendant that you took from the dying girl you didn't manage to save at the beginning of the adventure; remember her? From the harbour, take the crossroads to the left, head North and take the second turning on the right. Follow the turning straight down and at the end you'll come across one of Treebeard's relatives. Mix up another Gold Blend Jablou potion and give it to him. He'll start reviving and leave you a pendant in return for your kindness.

HEAD SOUTH

Head South and take the first turning to the right. In case you get lost, look for the village. Search every door, two of them will open and you will gain some pretty useful information. Go back to the harbour. You're not sailing away just yet though. Take the East road and follow it to the end. Some Ewoks will have the gall to attack you. God, it's great being able to pummel their cute little faces in. I've wanted to crack their skulls since the Return of the Jedi and now thanks to Ishar 2, I can. Pick up the relic you find there and head back to the harbour. Remember to terminate the Ewok population with extreme prejudice and a vacant grin on your face. From the harbour, go north, then east and north again, and once more east. Keep going until you come across a stone druid. Remember the rhino horn? Use it now and place it on the druid. Magically he reanimates and is so pleased at being organic flesh again that if you give him the iron shield he will cast a spell on it. You are now the proud owner of a magical fire resistant shield.

INTERNATIONAL ICE HOCKEY

IMPULSE AP MAY 1991 – 48%

CHEAT When you score, pause the game until the music stops and you'll get extra points.

INTERPHASE

IMAGEWORKS BAP

CHEAT Type 'FENNY' during the game. Now you can use the left mouse button to cycle through the game's objects, the right to enlarge them and move the mouse to rotate them. Press both together to return to the game.

IVANHOE

OCEAN BAP

CHEAT Pause the game and type 'JC IS THE BEST', pressing RETURN afterwards. N will now skip levels, DELETE will smart-bomb the screen, CTRL will kill the big nasties on bonus screens. Alternatively, try 'ZOMBINETTE' or 'ZOBINETTE' instead.

JAGUAR XJ220

CORE AP JULY 1992 – 85%

CHEAT On the soundtrack screen, tune the radio to 65.4. The music should sound a bit like the theme from The A-Team, and although the speedometer doesn't go any higher, you'll actually be able to drive much faster. Additionally, try pushing the joystick forward and pressing FIRE as soon as you're told to 'GO' and the car should spin you round into first place.

JAMES POND

MILLENNIUM BAP

CHEAT Type 'JUNKYARD' or 'MR2', followed by RETURN. Now RETURN toggles the cheat mode, D removes the level locks and Z, X, C, V, B, N and M move between levels.

PLAYING TIP After freeing all the lobsters on the first level, go to the green rock to the left of the entrance pipe and pull down to enter level six.

JETSTRIKE

RASPUTIN AP DECEMBER 1993 – 68%

LEVEL CODES

Level one – TDEJQNQL
Level two – JHALMROB
Level thee – RZWVUVCP
Level four – VZQRUDOP
Level five – HTETAPOJ
Level six – NFYHOTAR
Level seven – RPSREBSX
Level eight – TREFCPMJ
Level nine – XHYJMVKX
Level ten – HHSFMBQX

PLAYING TIPS

For starters, disregard whatever the first level mission instructs. Take out the S.A.M. and A.A. units with either the A10 (Warthog) or SU-25 (Frogfoot), both which contain a generous supply of AGM-65 Mavericks. Next use the Tornado carrying JP233s to wreck the enemy runway and prevent additional enemy aircraft from scrambling. (If you're not up to flying low then use 50016 Bombs.) Play aggressively through the missions to take out the enemy early on, concentrating on hills and bridges – avoiding them, that is.

JIMMY WHITE'S WHIRLWIND SNOOKER

VIRGIN AP AUGUST 1991 – 90%

CHEAT On a one player game, making a foul shot means that the computer will take your shot instead of letting you take yours. To overcome this, when you're told that you've fouled, press both mouse buttons together until the play is handed over. Also, After all the reds have gone, you can choose which colour is potted next by pressing the numeric key corresponding to the appropriate ball's score. Also, to get the computer to do a break of 147, set up for a trick shot and, on the table, press F7, F4, and F1. You'll hear a double click, and when you go back to the demo menu there'll be a third option, 'DO RANDOM 147 BREAK'.

JURASSIC PARK

OCEAN AP JANUARY 1994 – 71%

LEVEL CODES

A1200 CODES
Level two – E54C67AA
Level three – D5F4AB62
Level four – E5C4B37A
Level five – 95B48B42
Level six – 85A4834A
Level seven – B584935A
Level eight – 85B48B42
Level nine – F54C6FAA
Level ten – C57C77B2
Level eleven – D564A762

A500 CODES
Level two – 8EB75C3D
Level three – DE5FB8C5
Level four – EEE7740D
Level five – BEB75C25
Level six – AEA7542D
Level seven – BEA7542D
Level eight – CE5FB0C5
Level nine – FE6FA8DD
Level ten – EE77780D
Level eleven – 9E074035

K240

GREMLIN AP MAY 1994 – 83%

PLAYING TIPS

- The following procedure will become routine as you start to build up your asteroids; build power supplies first, the 8Mw variety. Follow that with deep bore mines and normal mines. Fill in with a radiation filter, hydroponics, food plants, air supply generators and ore stores. Don’t bother with environment control or power stores at the moment until you know for sure that you can afford them. As soon as you’ve taken care of the essentials, build a hangar, a weapons factory and a command centre. These are essential if you want to build scout and fighting ships. The command centre lets you build a spacedock; eventually. Spacedocks let you build the bigger ships like Transporters, Terminators and Fleet Battleships.
- Introduce yourself to the Sci-Tek blueprints screen. Set aside 130,000 credits and buy the ordinary mine and deep bore blueprints. This doubles your output from these type of mines and soon pays for itself. Considering that there is an unknown enemy out there, it makes Securicor sense to try and find out where he is as soon as possible. Build as many scouts as you can afford. Don’t bother going to the trouble and expense of arming them. The Empire tends to send you a fleet of better equipped ships anyway. Keep checking the routine stuff such as mine production, power output etc. As soon as any scouts have been built, send them out into the furthest reaches of space to explore. If they come across any asteroids in the interim, they fly back and report the find. Note if they reached the initial destination you set for them. If not, send them out to explore the same area again.
- By now, you’ll have discovered several asteroids. Survey them as soon as possible to see if they have any useful or essential ores. Don’t colonise the first asteroids you discover straight away, unless they are particularly rich. Colonisation is a costly and time consuming process, so sometimes it’s best to wait. Asteroids with Traxium and Nexos on them are always worth mining due to the large amounts of revenue you can earn through exploiting them. Of course, you need the formidable sounding Seismic Penetrator to mine either of these. Purchase the blueprints from Sci-Tek. Renaming of asteroids is also a lot more important than you think. As soon as you’ve colonised more than three, you’re going to forget what mineral or function you had in mind. Click on the CPU and you’ll see three little icons to the right of the pop-up panel. Click on the top one and you’ll be given the option of renaming that asteroid. Useful names like ‘Home Base’ or ‘Mostly Dragonium’ (depending on which mineral is most abundant) will encourage you to use your memory to something like half capacity.
- Right behind the renaming function should be the assigning of asteroids to the function keys. This lets you jump to any colonised or uncolonised asteroid faster than a slow wink. Think again about how you rename your asteroids as well. Put in the function key that it' s been assigned to eg ‘MostlyDrag F3’, for extra help. This helps when you’re in the asteroid map screen.
- By following the above, you should become familiar with the game mechanics and requirements -. money saving gizmos such as power amplifiers, repair and construction droids, accurate missile targeting and so fourth. You’ll also probably be itching to the enemy a good hiding. Set up a couple of fleets. Arm one fleet with chaos bombs, static inducers and heavy shields, and assemble the other as an attack fleet for space combat. This ensures that your bombers should be relatively undisturbed as they reduce the enemy’s buildings to space dust. As you dispatch the fleets, fire off a whole load of cheap missiles at the target asteroid. This should soften the asteroid up a bit and make it that bit easier to destroy.

KARATE KID 2

MICRODEAL

CHEAT Enter ‘MYAGI’ into the highscore table to get P to skip levels.

BAP

KGB

VIRGIN AP JANUARY 1993 – 87%

COMPLETE SOLUTION

GOLITSIN’S APARTMENT

To get to Golitsin’s, show your ID to the militia man, then go into the office. Inspect the drawer, go back out and ask the militia man for the key to the drawer. Go back in, open the drawer and take the matches from the desk. When everything has been inspected (or when you decide to leave), Golitsin’s sister, Irina, arrives. Be very nice or very nasty in your questioning. Then tell her to go and she’ll hand you an audio cassette.

To listen to the cassette: take the set of batteries from the radio and put them into the recorder. Then put the cassette into the recorder... you’ll hear what’s on the tape. Now you can leave, but don’t forget the cassette and the matches. Remember to stop by at Uncle Vanya’s and pick up the American dollars in the drawer in your bedroom before returning to Department P. At Department P, tell Vovlov you listened to the cassette. The recording points to the Enthusiastic Progress Club, clearly an underworld hangout. Your mission is to investigate the club and uncover the identity of ‘Hollywood’ and the nature of his activities. Now get to the club.This part of a building which also contains a bar, a meat shop and a number of apartments. Inside the bar itself, avoid mentioning ‘Hollywood’ or ‘Buyer 2’ to the elegant client (he’s Romeo, one of the gangsters). If you talk to the barman, Yuri, he’ll tell you that the club is upstairs and, if questioned about ‘Hollywood’ or ‘Buyer 2’, he’ll advise you to try the apartment-dwellers.You’ll have to enter the door in the side-street which is just round the corner from the bar front, and then go upstairs. Avoid turning on the lights – use your box of matches to see by. Inspect the place and then take the clipboard before going back to the street.

THE APARTMENTS

A sign at the bottom of the stairs in the hallway directs you to the caretaker's apartment, number seven upstairs, for all inquiries. If you choose to ignore this hint, you can visit the apartments and speak to all of the people who live in them. This solution will work but is longer and more difficult since, if you decide not to visit the caretaker's apartment, the other apartment-dwellers can eventually get fed up with you and refuse to talk to you ever again. The thing to do is to find the beginning of the adventure's thread and start pulling. And the beginning of this metaphorical thread is the current occupant of the caretaker's apartment – number seven. Zhanna, living in what used to be the caretaker's apartment, will invite you in if you say you're carrying out an opinion poll and if you have the clipboard as proof of your identity. Once inside, you should quickly point out that you are not in fact a pollster but are looking for some criminals and that you couldn't say anything in the hallway. Avoid being insulting or heavy-handed (do not mention the KGB, the militia, or private detectives). Zhanna will then point you to Belussov, in apartment five. Talk to Belussov about Lefortovo prison. He'll direct you to Rhyumin, in apartment four. Talk to Rhyumin about Wrangel island. He'll tell you about the meat shop and its manager – Sytenko of apartment six. This information is not enough to corner Sytenko but justifies your breaking into his shop. In order to do so, you will need a lockpick. You can get this by visiting the club.

THE CLUB

The easiest way into the club is the back way, from the landing where the upstairs apartments are located. Do not enter the club with the clipboard: it belongs to the club manager and he won't take kindly to you having it in your possession. To gain admittance, you'll have to pay the manager $30 (taken from the drawer in your bedroom at Uncle Vanya's). Once inside the club, avoid taking the hidden dollars from the toilet. Instead, wait for the punk to visit and leave the toilet, then slip in and take the cocaine from the trashcan. Flush the cocaine down the toilet. Avoid talking about 'Hollywood' or 'Buyer 2' to the people in the club. Talk to a character called Video who is by himself. If you buy his video cassette he'll give you a tip – "Don't mess around with the twins, they're part of a very dangerous gang that hangs around the club." Video will say that the other people in the club are harmless, except for the two punks who specialise in muggings. The punks, Petka and Lyonka, will attempt to lure you outside, no matter what you say you are looking for. Go with them. Once you're in the street behind the building, attack Lyonka (the big one). He's got a lockpick on him. Take it, then put his body in the nearby dustbin.

THE MEAT SHOP

Armed with the lockpick, you can enter the meat shop by its side door. Go through the first room and into the shop. Use your matches to see. Inspect the counter and switch on the red diode. Go into the cold-room, switch on the light and inspect what's hanging from the meathooks. These dead bodies are what you need to make the butcher, Sytenko, start talking. Before leaving the meat shop, remember to light a match and switch the diode back off. When you've forced the butcher to spill the beans, wait until the old lady, Yevdokia Chevchenkova, leaves her apartment, number eight, and goes out to feed the local stray cats. Then break into her apartment – it's Verto's hideout. He's the bad guy in this chapter.

VERTO'S APARTMENT

Go into the studio, take the video cassettes and watch them on the VCR. No matter what you do next Verto and his boys come in and catch you. You are placed in a small cell. Inspect the table and crush the microphone. Don't give any information to the girl Rita, but when the American joins you avoid any urge to harm her. When you hear the muffled sound of a conversation from the living room, listen at the door. Show the smashed microphone to the American. This will convince him that you're not another plant. Inspect the plastic alarm box and tell him it could be connected to the meat shop. Encourage the American to set off the alarm – this will get Verto out of the way. Tell the girl that you know where the cocaine is because you took it. Promise to take her to it and, when she opens the door, attack her. Let the American leave and then take all the objects from the living-room drawer. Go into the studio and take everything, including the Polaroid camera. Use the camera on the blank white piece of paper and inspect the resulting photograph. Return the piece of blank paper to the drawer in the living room. Wait for Verto to return and when he gets to the door, hide yourself behind it. When Verto comes in, attack him immediately. Inspect the unconscious Verto and take the blue piece of paper. Use the camera on it, inspect the resulting photo, and put the blue bit of paper near Verto. Leave and return to Department P. Tell Galushkin that you intend to go to Leningrad in order to be at Lagoda Park at 3pm on the 16th of August, 1991. You're then sent off to Leningrad.

LENINGRAD

Attempt to leave your room. After the phone call, go into the bathroom and inspect the lamp over the basin to find the coded message. The phone call contained the keys to the code. The mirror wall tiles in the bathroom produce the following grid:

	B	O	R	I	S
3	A	B	C	D	E
7	F	G	H	I	J
4	K	L	M	N	O
5	P	Q	R	S	T
2	U	V	W	X	Y

The message is also written backwards and instructs you to switch your bedroom light on and off three times, then call the number you heard in the phone call (and used to decode the message): 37452. Call that number and you will be given instructions and a clandestine appointment for seven o'clock this evening. Leave your recording material and microphone/transmitter, along with the files on the local KGB people, in your room. Then go to KGB Department seven and tell the man at the entrance that Kusnetsov of Department seven is expecting you. You'll soon end up in Kusnetsov's office, be respectful and leave as soon as you can. Then visit Agabekov's office and chat briefly. Note his two phone numbers. Go into the vacant office and phone Agabekov on his outside line. Tell him you have information concerning a visitor for him from Moscow, and that you'll be waiting down in the street. When Agabekov leaves his office, go in and inspect his trash can. Take the cigar butt, or at least inspect it. Go back to the Gostinitsa hotel, pick up your recording equipment and take the Metro to Lagoda Park. Go along the path as far as the bench, hide the microphone on the bench and then cleverly conceal yourself behind a convenient tree. Switch the recorder onto 'record' and wait. When Romeo's contact (Savchenko) and the new man (Chapkin) have finished their discussion, follow Savchenko. As Savchenko sets about punching in the code to open the warehouse door, take out your camera and use it on him. You'll see the series he keys into the pad. Wait for him to exit the warehouse and then hide the microphone on the desk in the small back office. Open the loft skylight window. Go back down and out the way you entered and go into the bar beside the warehouse. Move through the bar and upstairs. In the top room, open and go through the skylight. Climb through the warehouse skylight… and you're back in the warehouse loft. Walk downstairs, hide in the back warehouse and wait for Savchenko to arrive with the gang boss (Mechulaiev). They'll do a little moving around and talking – listen to them. Another man (Obukov) arrives and joins Mechulaiev in the latter's office. When Obukov leaves, go up to the lofts, through the skylight, down through the bar and back onto the street where you'll see him going down into the subway. Follow him.

THE COCKTAIL BAR

Follow Obukov into the cocktail bar of the Syevyemaya Zvyezda hotel and wait. Agabekov enters and they both go into the lobby. Go into the lobby, where you'll see them in conversation, then go back onto the street. When Obukov comes out, follow him back to the warehouse, go back into the warehouse and wait until Obukov goes away. It's then time for you to leave. On your way out of the loft, don't forget to use the headphones to listen to all the recordings on the recorder. When that's done switch the recorder back to 'record' and leave it there. Go out by the skylight again. Go round to the back of Gostinitsa and wait for Cut-Throat to arrive at 7pm. When he says 'cut-throat' show him your ID. He'll want to know if you've been smart enough to gather all the information he ordered you to. The answers to his questions are: you found a cigar in Agabekov's office; Mechulaiev and Savchenko are holding the video cassettes; the Moscow-Leningrad contact is called Yakuchev; Viktor Matsnev will handle their exportation; the cassettes will be exchanged for crack and Mr X is Agabekov. When Cut-Throat leaves, go up to your room where you are to meet your controller (Savinkov) at 7.30pm. He arrives with a body. Inspect the body and you'll find a phone number. Phone that number and say "… Yes… Come up… Come up…". When Savinkov tells you to prepare for the bad guy's arrival, move the body into the bathroom and take his hat and coat. Put them on, return to the bedroom and turn off the light. When the bad guy knocks on the door, tell him to come in. Savinkov knocks him out as he comes through the door. When he wakes up he'll tell you who he is. Savinkov asks you for a report – it doesn't matter whether you tell him about Cut-Throat. Savinkov gives you an hour to throw the body into the canal along from the back street behind the hotel. Go into the bathroom, 'Look' at yourself in the objects window, take off the hat and coat and put them back on the body. Move the body to the room nearest the stairs opposite yours (it's the only one you can enter) and look in the bed, where you'll find a bottle of vodka. Use it on the body, then go downstairs, outside and round the back and give the rest of the bottle to the down-and-outs. Go back up to the room and throw the body out of the window. Go down to reception and tell the receptionist that someone's making too much noise upstairs. When the receptionist has gone, have a look at his desk, then take the wheelchair out into the street and round the back. 'Use' the wheelchair on the body. The body will appear in the wheelchair, and you can then move the wheelchair towards the canal. The militia men will show up – if the body has his hat and coat on and reeks of alcohol, you'll have no problem dealing with them. Throw the body and wheelchair into the canal and return to your hotel room. When the hour is up, Savinkov will arrive. He tells you to go along to the Hotel Syevyernaya Zvyezda to discover who sent the two killers after you.

THE HOTEL

At the hotel all you have to go on is a room number. Go into the cocktail bar and talk to the mini-skirted blonde (Natasha). Ask her about Room 304 and, as she talks, Tamara will come in. Ask to visit Room 304, and you'll find that she won't go until you've got some dollars. You don't have any so you'll need to get some. You get the dollars like this: when you see the American, Greenberg (you spent some time with him at the end of Chapter One), go and speak to him. You'll be intercepted by a woman called Wallace. Be nice to her for as long as it takes to wheedle some dollars out of her. Then go and see Greenberg. Be nice to him too and answer his questions truthfully. When Greenberg leaves, you can return to Tamara with your dollars and go up to Room 304 with her. Ask her about the other room she uses and she'll give you the number '416' for $50. When you've finished talking to her, go up to room 416, bribe the landing lady with $10 and enter the room. Inspect it if you like. Use the light on the mirror and you'll discover it's a two-way job – so smash it with an ashtray. Take a look around the room beyond the mirror, you'll see Chapkin's photo – take it.

THE WAREHOUSE

Leave the hotel and make a quick trip to the warehouse (go in through the front door) to pick up your tape recorder (you could also have done this before going to the hotel). Listen to the recordings that you haven't yet heard. Remove the headphones, stop the machine and leave it set to 'voice-activated playback'. You won't be able to get the microphone from Mechulaiev's office as it's locked and the door's solid. Return to your hotel with the tape recorder and then go to sleep. You are brutally woken up by Chapkin – obey him. You'll have a chance to act in the bathroom: choose a dialogue option containing the word 'comrade' to voice-activate the tape. When Chapkin turns, slug him. Take the syringe from his pocket and inject him with the contents. Ask him relevant questions of your choice – it's important to learn all about Kusnetsov and Viktor Matsnev. Chapkin will die after a few minutes as the drug is experimental. Wait for Savinkov to arrive and tell him what you learned about Kusnetsov. Savinkov will furnish you with a replacement for the camera which couldn't take photos. He tells you to wait in your room until morning and then leaves. Hide Chapkin's body in the cupboard and sleep some more. When you awake, it's time to start disobeying Savinkov. You have an appointment with Cut-Throat at eleven am in the alley behind your hotel. There you'll meet one of the previous night's down-and-outs. Ask him to give you the newspaper he's holding, which he'll do in exchange for your camera. Make the swap and look at the paper. Decode the message using the same key and grid as before. Go to the phone booth in the street in front of your hotel and wait for the call. Get any information you want – you should be told to expect Yakuchev's address tomorrow. Go to Lagoda Park and meet Greenberg again. He'll tell you that Yakuchev is Pamyat.

ABOARD THE VIKTOR MATSNEV

Pop along to the pier, dive into the sea and make your way onto the good ship Viktor Matsnev. As soon as you're aboard, hide yourself behind the fish boxes to the far right of the screen. When the man has come and gone, go down into the radio room. From here, go through the door on the right, into the rest room. Look in the drawers under the lower bunk and take all the items you find there – needless to say, these will come in very handy later on. Go back up to the deck and throw the rum bottle into the water on the left side of the boat. The man (a dedicated alcoholic) will dive into the water after it, at which point you should go to the stern deck. Now you need to go down the through the hatch into the engine room. Hide yourself in the closet – don't worry, you'll still be able to see everything on the screen. Wait until the mechanic goes down below, closely followed by our old friend Savinkov. You'll need to be patient for a bit longer, and keep waiting until the captain goes below and the Viktor Matsnev gets under way. Eventually Kapiton (the mechanic) falls asleep. When the engine breaks down, use the belt to repair it. Hide in the closet until 9.30pm, at which point night falls. Under the cover of darkness, you can now go back up and onto the forward deck. Hide behind the fish boxes on the far right and wait until midnight. At midnight everybody comes on deck, including Wallace. Follow the men who go down to the radio room and listen at the door of the rest room to hear what they're saying. Then go back up to the deck, and when Wallace leaves, go to the stern. Now you have to wait until day breaks at 6.45am, then wait again – at 7.30am the Viktor Matsnev comes into port, which is your cue to dive back into the sea.

BACK ON SHORE

Go to Department seven then wait in front of the KGB building until 9.15am, which is when Agabekov drives out of the Department seven garage in his car. Hail a cab and follow him to his destination. Agabekov stops outside a building, which you should go into. It turns out to be the Psychiatric Institute. Inside, choose the 'say' option which says "Here is my ID" and they'll let you in. Tell them you are Agabekov's colleague, find the Director of the Institute (Litinov), and then ask him a few questions. When Litinov gives you clearance, go to Room three. Don't bother asking too many questions here – you won't get anything out of the patient. Go through the door at the back of the room, and you'll find yourself in the green room. Wait here. The professor who turns up will ask you a number of questions, as he is under the (perhaps forgivable) impression that you're mad. Give the obvious answers (don't say the world's a fluffy paper screwdriver, because it's silly) and when he asks who you are, tell him that you're Rukov, Agabekov's colleague. Eventually the professor checks you out and lets you into his laboratory. During the conversation, admit that you're not Agabekov's colleague – the professor, understandably surprised at this new development, runs into the green room. Press the button on the right side of the bench to lock the doors, locking Tsibulenko in the green room. Don't respond to anything he does – just keep waiting until he says "I'll tell you anything...". Talk into the microphone and ask Tsibulenko several questions about the nurse Saneyeva, Protopopov, Agabekov, and the patients in Rooms one, two and three. Spooky, eh? Press the button on the bench again to open the doors, and go to Room three. There you'll meet Golvbev, to whom you should say the secret code-word "Saliva". back at Hotel Gostinitsa you can obtain Yakuchev's address from the down-and-out. Now go to Gorki Street and go in through the door directly in front of you.

YAKUCHEV'S APARTMENT.
Inside you'll find Greenberg again. Ask him if either "Memory's Bible" or "The Book Of Death" are familiar to him and, furthermore, if he knows of a place called "the Motherland". If you inspect the bookmark that he's found, you'll discover the address of the gallery. Exit and go to the Great Patriotic War Street. Go into the gallery and wait for the manageress to go to the back of the building. While she's there, you can hide in the closet. Wait for the two women to leave. Switch off the light on the paintings using the light switch on the left. Go to the far room and look at the statue. Take the sword, then take the letter opener on the desk and put it in the statue. The painting slides to one side revealing a secret passage. Go into the secret passage and inspect the fake Gorbachev! Savinkov and Vovlov come in. Don't get in the way as Vovlov kills Savinkov. And don't obey Vovlov, who wants to kill Protopopov (the fake Gorbachev). Next, Vanya and Yegor come in. Yegor knocks Vovlov's gun out of his hand – take the gun from the floor and shoot Vovlov. And with these guys out of the way, the fake Gorbachev can give his fake speech about Glasnost being all wrong and Communism being the only true path.

KICK OFF 2

ANCO BAP

CHEAT If you are having trouble beating the computer goaly in the league, mid match run your finger over the function keys twice in quick succession (try from both left to right and from right to left). 'S12' or 'S14' should appear in the top right of the screen, and you will then be able to substitute the computer's goaly, naturally for a crap one. You can do this twice per game. (If the function keys didn't work, try the keys from ESCAPE to DELETE.) Also, play a home match and injure someone. When their sub comes on, injure him too and then sub their goalie. An injured player should come on though in the second half he doesn't come on at all, leaving you with an open goal. Continually tapping the R key whilst taking a penalty to show where the ball is going to go.

KID GLOVES

MILLENNIUM BAP

CHEAT Buy one of each set of flames and magic in the first shop. Then at the screen with the snake and the shadows, die until your display shows one life left, then Press BACKSPACE until it's on a static nine. You should be back at the beginning with infinite lives. Also, pause the game and type 'RHIANNON' to choose a level with joystick left and right. F9 gives immunity, F6 warps to the shop, and if you perform the cheat again and press F8 you'll come into a lot of money, or F7 and you'll skip levels.

KILLING CLOUD

IMAGE WORKS AP MAY 1991 – 65%

CHEAT When asked for a code enter '1KILLING' for twenty eight nets and pups.

THE KILLING GAME SHOW

PSYGNOSIS BAP

CHEAT On the 'GOOD LUCK' screen, press HELP for a map of the next level, whilst pressing HELP on the 'PRESS FIRE TO CONTINUE' screen gets you all your lives back.

KLAX

DOMARK BAP

CHEAT Hold down SHIFT, SPACE and 1 – 4 for infinite credits and the chance to go straight to level one hundred. Press SPACE or CTRL and 4 during play to warp straight to the final level.

KNIGHTMARE

MINDSCAPE AP JANUARY 1992 – 74%

PLAY TIP In the woodland section of the first level, find a spade then five apples. Take them to the hanging shield and throw all the apples at it. Go to the inventory screen and make each character eat two rabbit pies. Your hit points should now never go down.

KNIGHTS OF THE SKY

MICROPROSE AP DECEMBER 1991 – 87%

PLAYING TIPS

FLYING

- Don't oversteer. Controlled graceful turns will keep a target in sight. Save all violent actions for the emergency evasive manoeuvres you'll find are needed when trying to shake an enemy off your tail. And don't climb too steeply; find the stall point of the plane you are flying and keep the nose below that point. You'll notice that speed is the first thing that is sacrificed when you try to gain altitude, so you're best advised to climb steadily and keep your speed up.
- Altitude is also a critical factor. Use the quiet periods when there are no enemy planes around to gain height so you'll have the upper hand when your next dog fighting encounter takes place. Flying high or low gives you the best chances when crossing the trenches. If you fly at a tricky 'middle' altitude you are far more likely to be hit by AA fire. And to help locate enemy planes, watch for any shadows.
- Keep an eye on what planes are available in the hangar. The Spad 7 is useful plane and available fairly soon on. Later, in 1917, the Spad 13 makes its debut. This is the fastest of all planes that saw service in WW1. Although you won't go far wrong with either of the Spads, you'd do well to try all the planes in flight training, as everyone has his or her favourite. Some are fast but others may be more agile. Keep an eyes also on your fuel gauge as it's no fun getting stranded behind enemy lines – there's no guarantee that you'll make it back alive. Make full use of allied aerodromes as refuelling, rearming and repairing points. Having landed at a base, switch your engine off. Say no to the 'END MISSION?' prompt and switch your engine back on. You will find the ground crew have done what they can to get you flying again. They won't be able to repair any damage to your dials and

gauges though. This is also an important point to remember if you are playing head to head with a friend.

GROUND TARGETS

These are far easier to hit if you reduce your speed on the approach for your strafing run. Enemy plane generation will be severely reduced if you manage to destroy some enemy hangars, two of which are located on each aerodrome. They take quite a few direct hits before they blow up though, so direct your strafing run along their length rather than attacking their front or back because, as our man found out, it's far less awkward and uses a lot less of your lead.

DOG FIGHTING

- Flying headfirst into an enemy is not as bad as it might at first appear, especially if you have a small altitude advantage. You will quite often take him out on your first pass but, should you just damage him or miss altogether, turn as tightly as you can, making full use of your rudder. Unless you are up against a top-quality enemy pilot you should be able to out-turn him and gun him down on your second pass.
- It is often better to reduce your throttle setting to about 70 percent when dogfighting to give you more control over manoeuvring and allow you to 'sit' on your opponent's tail. When you are free of enemy planes, time how long it takes you to do a full 360 degree turn at a given throttle setting. This will prove useful when dogfighting, as you will be able to count out a 360 degree turn rather than have to keep one eye on your compass – assuming, of course, you still have use of the compass anyway!
- If you are tracking an enemy plane that's in mid-turn, remember to aim well ahead so the bullets reach the spot you expect him to occupy rather than the one he's in now. If you are on the tail of an enemy plane that's in fairly level flight, aim above the target so that the natural arc of your bullets take them to their intended destination. Once you've mastered the flight controls and learnt a few manoeuvres to get that hun exactly where you want him, peppering his tail with lead will become second nature. If you have an enemy plane on your tail, don't always rely on a simple banking manoeuvre to shake him off. There are plenty of alternatives documented in the manual. The Fokker bounce might serve well in turning the tables, giving you the chance to pepper your enemy's rear with lead, for instance try pulling back on the throttle, and dropping altitude slightly with the hun on your tail, so he overshoots immediately in front us and becomes a sitting duck in seconds.

DAMAGE SURVIVAL

Various parts of your plane can be damaged when you are hit by enemy fire. Damage to most surfaces and instruments is progressive – to begin with you will probably only suffer the minor stuff. When a surface gets wrecked like the ailerons or your rudder, for example, it will make that aspect of the plane difficult to keep in check and under control, but often not impossible. Similarly, if your engine takes a couple of direct hits you may still be able to limp home. When you suffer serious damage like this you should consider heading for the nearest allied aerodrome. If you feel that you're unlikely to make it, a landing anywhere in allied territory is better than nothing. Should you take a hit yourself and get wounded, you're best advised to head groundwards in an attempt to end the mission before another bullet finishes you off. When you're wounded you're far more likely to crash than before – even without anyone taking pot shots at you – so you basically want to get down to terra firma as fast as possible.

LASER SQUAD

BLADE BAP

PLAYING TIPS

The price of weapons on each level doesn't vary, so you can calculate how many credits to spend on armour so that enough weapon-buying money remains. Don't go on a spending spree if you have money left. Carry too much reduced the action points available to a man. Take your time, you always have plenty of turns. Explore the area carefully and always leave your men on autofire. Use a couple of guys to guard the rear of your squad. And on higher levels always scavenge the dead operatives for weapons. They always seem to carry valuable ammunition.

WEAPONS

- HEAVY LASER – Powerful, with lots of ammo, but heavy and burdens your man reducing action points.
- MARSEC AUTOGUN – The best all-round weapon.
- M4000 AUTOGUN – The best budget gun, but for its price you are forfeiting the accuracy of the Marsec.
- L50 LAS-GUN – Not very powerful or accurate.
- SNIPER RIFLE – Lacks autofire but it is cheap, powerful and accurate.
- MARSEC PISTOL – Autofire? Yes. Power? No.
- DAGGER – Very good for close combat, if you can ever get your hands on it.
- AP50 GRENADE – Just the thing for blowing up operatives who are waiting on autofire just around the corner. Get out of range before it blows, but on the other hand don't forger to prime it before you throw it.
- Rocket Launcher – A luxury for the early levels, power is awesome but lacks ammunition and had a nasty habit of blowing up the user if he is too near the target.

AND WHY NOT ALSO TRY

Booting up the game, selecting 'THE ASSASSINS' and a two player game and then arming everybody with no armour, but instead with as many grenades each as affordable. Place both players' men around the house in a line commencing from one of the entrances. Now, by dropping all the grenades without priming them, make a long line of explosive devices, covering as much area as possible. Here's the good bit – pick up the first grenade in the line, prime it, drop it, gather all the men and run like sugar. Watch the chain reaction as the first grenade explodes, causing an mass chain reaction and overall complete mess. Experienced vandals/pyromaniacs might like to try it again with the Moonbase Assault – aiming to set off all the gas cylinders as well.

LAST DUEL

US GOLD BAP

CHEAT Start the game, pause and hold down HELP, left SHIFT and 1, then unpause. The function keys will now warp you through the levels with F8 giving you five lives.

LEANDER

PSYGNOSIS AP FEBRUARY 1992 – 83%

CHEAT Enter the code as 'LTUS', exit the options and then enter the world code to gain infinite lives and to get F1 to F5 to select weapons, whilst F6 and Fire simultaneously whilst paused (with F8) will skip a level. Also try entering the code as 'LUCY' and 'ESPR' to toggle invulnerability. You may need to have entered a correct level code first to get these to work, note.

LEVEL CODES

Level two – ZXSP
Level three – LVFT

PLAYING TIPS Choose the longsword with one dagger. You lose the tempest blade and force blade when you die, but you keep the longsword if you jump up after dying and collect the dagger. Don't bother using the suicide weapon as it is a waste of a life and in some cases (on the reincarnated Spider Queen, for example) it doesn't work anyway. In the manual it says there are no random paths for enemies, but beware as in later levels some baddies turn round once you've hit them and walk into you. Also, you can jump slightly further if you take a run up.

LEATHERNECK

MICRODEAL BAP

CHEAT Type 'CUTHBERTNECK' during the game and press F3for invincibility.

LED STORM

US GOLD BAP

CHEAT Type 'AMIGADAVIDBROAD – HURSTWANTSTOCHEAT' during the title sequence for a truly massive amount of fuel. If this doesn't work, pause the game and hold down HELP, left SHIFT and 1. Keys 1-5 and F1-F5 may also now take you through the levels.

LEGEND OF KYRANDIA

VIRGIN AP NOVEMBER 1992 – 89%

COMPLETE SOLUTION

Search around the house and you'll find a garnet and a note (on the table), an old saw (underneath) and an apple (in the purple pot). Follow the advice of the tree spirit and head to the temple, picking up any gemstones that you find on your way (these are essential to completing the game). Brynn deciphers the note for you (it's from Kallak, who sets you off on an quest for the amulet), and beseaches a purple rose of you, which can be found at the Forest Altar. On your way, place a tear from the Pool of Sorrow in the mark in the sick willow's trunk – this causes the tree to spring back into life, attracting the attention of Merith, who you should follow through the forest, collecting his marble when he falls out of the tree and using to fill the space in the altar. Give the saw to the Herman at the broken bridge on the way to handing over the purple rose to Brynn. She turns it into a silver – placing this rose on the altar will make the amulet appear, and by this time Herman will have mended the bridge. Crossing over the river takes you into the Timbermist woods. Just into the woods you come across a house, where the wizard Darm lives with a terminally lazy dragon called

Brandywine. Darm asks for a quill so he can write. The songbird seems an ideal candidate; plant the walnut from the songbird's tree, the acorn from the Grove of Oaks and the pine cone from the forest in the gopher's hole in the Deadwood Glade to grow a plant, which activates the yellow gem on the Amulet, allows you to heal the songbird's broken wing and gets you the feather. In return you receive a magic scroll and information about your four birthstones.

You'll find the sunstone in the stream near the spring, and others scattered around the woods. You also need a ruby from the Ruby Tree, but on your first attempt you'll get bitten and will die unless you use the yellow section of the amulet to heal yourself. The dish that Darm told you about is the one at the marble altar, and when you place the sunstone, garnet, sapphire and ruby onto the plate, it changes into a golden flute. You're now all set for your journey to Shadowrealm, which is entered through the Serpent's Grotto. Throw Malcom's dagger back at him, and play the flute to get past the wall of ice. A few locations in and you'll find a door crashing shut behind you, and your first task is to open it again by collecting enough rocks to weigh the counter balance down. Suitable rocks are marked on the map along with the best route through these treacherous caverns. The key to surviving is never to be without a clump of fire berries, as the light keeps the darkness and associated nasties at bay. The berries burn out after being carried through three locations, but will stay lit if you drop them off in unlit caverns, so you can mark your return route with them. You're going to need space to carry the rocks, so dump all your possessions somewhere near the entrance, but keep hold of the scroll as you'll need that later.

Follow the map to get all the rocks and on the way pick up the coin from the Cave of Twilight and an emerald from the Emerald Cave. Stacking the rocks onto the counter balance raises the portcullis and lets you get back to the wishing well that's near Darm's house. Throwing the coin into the well causes a moonstone to appear, which will fit into the pedestal base of the Pantheon of Moonlight. At this point it's worth picking a tulip and getting a ruby from the ruby tree if you haven't already got one, as it'll save you a lot of time later on. Back at the Pantheon of Moonlight, the moonstone activates the purple gem on the Amulet. This turns you into a will o' the wisp and allows you to drift around lighting your own way. Pop down to the Volcanic River and then, to avoid embarrassing combustion, freeze the lava flow using Darm's scroll. Cross over and you'll find the key to the castle gate in a cave at the other side. You're now ready to enter Faeriewood, which you do by wisping over the Chasm of Everfall. Out in the fresh air again, Brandon wanders through the woods until he's smashed on the head by a lump of falling timber. You regain control (and consciousness) in the laboratory of Zanthia the Alchemist. She asks you to fill a flask with magic water from the fountain, but at the fountain you have another run-in with Malcolm, who trashes the place and takes off with one of the orbs. To recover the orb you need to find the burning tree and then extinguish the flames using Darm's scroll again. By replacing the orb you repair the fountain and can drink from it. This activates the blue gem in the Amulet, which dispels certain magic. Taking the water back to Zanthia, you'll learn about Brandon's heritage and be sent off once more in the search for blueberries.

These are at the Sparkling Waterfall, which is past the flaming tree, but by the time you get back, Zanthia's gone off somewhere, leaving you a laboratory to play with. By dropping a plant and a gem into the cauldron you can create all different colours of potion depending on the colours used. You can fiddle around with this a lot, but to complete your quest you need two bottles of red potion, one yellow and one blue. The blue and the yellow you can probably manage already using a sapphire and the blueberries and then a topaz and a tulip, but the only red flowers to be found are in the Tropical Lagoon. Lift the rug to reveal a trapdoor which lets you into another section of the woods. The lagoon is somewhere north of your starting point, and once you've snatched an orchid and mixed it with a ruby to form the red potion, explore south of the trapdoor to find the Crystals of Alchemy. This is a kind of cocktail mixer that magically combines potions, so if you put in a red and a blue you'll get a purple potion out, and the other red combines with the yellow to produce an orange one. Round about now a royal chalice would be nice, wouldn't it? As luck would have it there's one hanging around not a million miles away from the fountain, but by using your brand new blue gem you can break the levitation spell. Before you can pick it up some urchin-type leprechaun thing runs off with it. Follow it right and you'll see a tiny door in a tree. The faun will swap the chalice for a tasty red apple, so make sure that you have one and then drink the purple potion which will shrink you. Chat a bit, bung him the apple and voila, one chalice. Head back to the lagoon with the essentials you'll need for your final bust up with Malcolm – the key, the chalice and a flower, and then drink the orange potion and watch the stunning results.

After landing on the island you'll soon find a grave. Placing the flowers on it causes the ghost of Brandon's mum to appear and bless him with a red gem on the Amulet, which gives him temporary invisibility. This is particularly handy for getting past the gargoyles guarding the gate. Following another brush with Malcolm, your ultimate goal is to get into the Royal Foyer through the two large doors at the end of the Great Hall. Needless to say the doors are locked and the two keys are hidden. The first is in the catacombs through the revolving fireplace in the small study downstairs. Wander around a bit until you find the force field, then disarm it with the blue gem in the Amulet. The key is hidden under a stone floor slab in the room beyond. The second is upstairs in the bedroom guarded by the zombie Herman, who can be put to sleep with the yellow healing gem. Find the right sequence of 'Do-Fa-Mi-Re' on the bells before picking up the little hammer and doing it for real. The picture rises and reveals the key. Returning to the study, pull out the books in the order O-P-E-N, which will make the fireplace spin round. On the other side of the fireplace, you'll find the royal crown, and with the chalice and the sceptre you'll be ready to enter the final room.

The sceptre's in the kitchen being used as a spoon or something, so pick this up and then unlock the doors to the Royal Foyer. From left to right, put the sceptre, the crown and the chalice on the cushions to open the door to the Chamber of the Kryagem. Malcolm will saunter out and give you so much grief that you'll punch him and then dash into the chamber. You've quickly got to stand in front of the mirror at the right of the room and then turn invisible before Malcolm comes in. He's mightily dischuffed at being slapped around and fires a spell at you (they tend to do that sort of thing, these mighty magician-type chaps), but being invisible the spell will pass through you and reflect off the mirror back at him. He turns to stone and your troubles are all over. You've saved the kingdom, offed the tyrant and everything is wonderful and rosy.

LEGENDS OF VALOUR

US GOLD AP MARCH 1993 – 88%

PLAYING TIPS

Staying alive is a full time job in Legends Of Valour. Get a room as soon as possible. The cheapest is the Seaman's Tavern. Join a temple, always sleep in your room, carry no more than thirty groats, avoid the town guard at all costs, spend at least two days resting, eating and sleeping between quests and buy lots of life insurance. When you've got some money, spend it on weapons training.

MAKING MONEY

There are three main ways of making money in Mittledorf – commodities trading, running errands, and mugging. The best way is trading – buying cheap and selling high – if you know your way around town and don't mind carrying large amounts of money and goods on your person. If you want to make some quick cash, go round to the back of the Custom House (the first place you entered when you started the game, opposite the town gates), and you'll find a mysterious passage. Follow it down and you'll come across the Tax Collector's daughter, who sells stuff cheaper than her father. Buy as much Ore from her as you can, then just nip back upstairs and sell it to her old man for a tidy profit. The quickest and most profitable run is usually between the Prison Stores/Ship's Chandlers and Hotch's/Armoury. Use the West Wall route, veering round the Temple of Freya, the Casino, the Mercenaries' Guild and then up to Castle Boulevard. Try not to carry more than a quarter of a kilo at any one time, as that's just what you need for a full load of goods. If you're powerful in a temple and a magic guild you can use your Sanctuary/Warp spells to good effect. Running errands is useful if you haven't any money and need some capital to start your commodities trading, but it doesn't pay a lot – between ten and twenty grammes.

Mugging can get you large amounts of goods, but the resulting healing fees mean it's often not too profitable. There are other ways of making a fast buck. You can deal in bat snacks, a delicacy in these parts. Just throw your weapon at a bat, pick up the remains and sell it for two grammes – much more than its nutritional value as they are a delicacy. You can also sell off unwanted quest items, such as scrolls and so on. The temples and guilds offer small wages, but they're fairly nominal. Some of the objects lying around town are worth picking up – for example the potion bottles are worth thirty grammes each, but most are only worth one gramme.

MAGIC ITEMS: There are three main special magic items. One of them, the Amulet of Defence, is extremely difficult to find, and you don't need it until you reach the end of the game. The other two are both handy and convenient. The Seven League boots give you turbo-speed when running, and they can be found in the room just to the south of the East Gate (where the game starts). The Gauntlets of Power are upstairs in the Armoury.

LEMMINGS

PSYGNOSIS BAP

LEVEL CODES

SECTION ONE

Level twenty four – CKNMFHIDL
Level twenty six – OKHMFLCKDM

SECTION TWO

Level four – KJILDMCCEP
Level seven – LLICAJLFEP
Level nine – ICANNNMHEK
Level ten – CMNLLEMIEP
Level thirteen – DJMLICALEJ
Level sixteen – LMBIJOOOEJ
Level nineteen – CCKHNNIBFP
Level twenty – IJKLGMCCFT
Level twenty four – GKCIKLLGFX
Level twenty six – BRKOLNGIIFO
Level twenty seven – CAJJMGOJFU

SECTION THREE

Level one – MFMCGJLNFN
Level two – FOCMKMMOFY
Level three – ICGOLOOPFL
Level ten – DNGKJNLGGP
Level fourteen – MKHMENGKGS
Level sixteen – JMMJGMOMGO
Level twenty two – IJJLFNGCHY
Level twenty six – FLGKLLGHP
Level twenty eight – GMDMNOJIHR

SECTION FOUR

Level one – NKMFNGALHP
Level two – JONHGOOMHS
Level five – NGCNDMFPHJ
Level twelve – EMGKJOLGIS
Level thirteen – OGCNOLDHIQ
Level eighteen – KMEOGINMIJ
Level twenty six – INNIGMOEJJ
Level twenty eight – FOGISOLGJH
Level twenty nine – MGANNLFHJO
Level thirty – GKOLLOIIJN

OH NO! MORE

LEMMINGS

PSYGNOSIS AP JANUARY 1992 – 82%

LEVEL CODES

TAME
Level two – IISTEHCCAQ
Level three – LRTDLCADAO
Level four – RTDLCILEAH
Level five – TDLCAHTFAO
Level six – DLCIHVTGAJ
Level seven – LCALVTDHAG
Level eight – CILVTDLIAP
Level nine – CAHRUDLJAR
Level ten – IHRUDLCKAK
Level eleven – MPVDLCALAG
Level twelve – RUDLCILMAQ
Level thirteen – WDHCAHTNAF
Level fourteen – DLCIHTUOAG
Level fifteen – LCALVUDPAP
Level sixteen – CILVWLHQAO
Level seventeen – CAHRTFLBBL
Level eighteen – IHRTFLCCBE
Level nineteen – MRVNLBADBL
Level twenty – RUNLBIMEBE

CRAZY
Level one – TFLCAHTFBR
Level two – GLCIHUTGBM
Level three – LCCLWTFHBM
Level four – CKLTTGLIBD
Level five – CAHSUFLJBF
Level six – IHSUFLCKBO
Level seven – LRUFLCCLBM
Level eight – RUFNCKLMBH
Level nine – WNHCGHWNBJ
Level ten – FLCKHVUOBW
Level eleven – LCCMUUGPBF
Level twelve – BMMTWFHQBL
Level thirteen – CCIPTEMBCN
Level fourteen – KHRTDMCCCG
Level fifteen – LQTDMCADCQ
Level sixteen – QTDMCKLECL
Level seventeen – TEMCCHVFCG
Level eighteen – DMCKIUTGCO
Level nineteen – KCCMVVLHCE
Level twenty – CKMTVMKICM

WILD LEVELS
Level one – CGHPUDIJCE
Level two – MIQWMICKCI
Level three – LRWEICELCN
Level four – PUMICIMMCH
Level five – UEMCCHWNCQ
Level six – LICOIWUOCR
Level seven – MCALVUEPCD
Level eight – CKLWUEMQCP
Level nine – CAHRTGMBDP
Level ten – KHRTFMCCDJ
Level eleven – MRTNICEDDN
Level twelve – (QTFMCIMEDN) -
Level thirteen – TGMCAHTFDF
Level fourteen – NICMIVVGDK
Level fifteen – MCELUTGHDQ
Level sixteen – CKLVTOKIDO
Level seventeen – CCHSUGMJDL
Level eighteen – KHSUFMCKDD
Level nineteen – MRUNICCLDE
Level twenty – QUFMCOLMDL

WICKED LEVELS
Level one – VFOCCHTNDR
Level two – NICIHTWODM
Level three – OCCLVUGPDK
Level four – CKLWUFMQDR
Level five – GCHSTLHBEW
Level six – KHRTDLGCEL
Level seven – MPTDHGEDEF
Level eight – RVMHGILEEG
Level nine – VMHGAHWFEQ
Level ten – DLGIHTTGEP
Level eleven – NGALUTDHEP
Level twelve – GIMWVLHIEP
Level thirteen – GEHQUELJEN
Level fourteen – KIQWMHGKEL
Level fifteen – MPUDLGCLEQ
Level sixteen – PWMHGIMMEO
Level seventeen – VLJGGIUNEN
Level eighteen – DLGKHUUOEL
Level nineteen – HGELVUMPEQ
Level twenty – GKLTWMJQEJ

HAVOC LEVELS
Level one – GGHPTGNBFK
Level two – KIPTFLGCFN
Level three – LPTGLGADFI
Level four – STFNGILEFF
Level five – TFNGCHVFFP
Level six – FLGKHWTGFH
Level seven – LGALWTFHFS
Level eight – GOMVVOHIFI
Level nine – GAIQUFLJFM
Level ten – KHRUFLGKFH
Level eleven – MSWFJFALFD
Level twelve – SUGNGILMFP
Level thirteen – UFNGAHWNFH
Level fourteen – FLGMHTUOFP
Level fifteen – LGALWUGPFM
Level sixteen – GILTUNJQFH
Level seventeen – GCIRVLKBGO
Level eighteen – KIPTDOGCGP
Level nineteen – LPTDMGEDGL
Level twenty – RTEMGKLEGF

TWO-PLAYER LEVELS
Level one – JAHPTDIBKE
Level two – IHPTDIJCKN
Level three – LPTDIJADKK
Level four – PTDIJILEKD
Level five – TDIJAHTFKM
Level six – DIJIHTTGKF
Level seven – IJALTTDHKS
Level eight – JILTTDIIKL
Level nine – JAHPUDIJKN
Level ten – IHPUDIJKKG

LEMMINGS 2

PSYGNOSIS AP APRIL 1993 – 92%

CHEAT In order to select any level on any tribe and have sixty lemmings on each, go to each corner of the menu screen and press both mouse buttons each time until you hear a lemming faintly squeal 'LET'S GO'. (You should now hear this every time you press the mouse buttons.) You now only have to complete the last level of each tribe to complete the game. Also, to make the game much, much easier to complete, on the first level of each tribe only save one lemming, for which you will be given a bronze medal. Now go through all the other levels of that tribe with just one solitary lemming. Each time your save him, you'll receive a gold medal; when you've done on ten levels on, say, the Medieval Tribe, select. 'AWARD ME', gaining you a silver piece of talisman. Return to the very first tribe and complete it saving every lemming to receive golds for all your tribe. Again, select 'AWARD ME' the talisman will now be gold, and if you repeat this tribe you will be able to complete the game in a reasonably short time. Er,all right?

LETHAL WEAPON

OCEAN AP DECEMBER 1992 – 78%

CHEAT Hold down ALT, Y and the following key for the following effects:
I – to deactivate the sprite collisions
K – to increase your ammo
L – to increase you lives
M – to remove the sprites and platforms
N – to correct them

Q – for the game completion credits and the numbers one to ten for access to various areas

PLAY TIP Jump onto the notice board next to the mission one entrance and push up you will be able to collect four extra lives.

LIBERATION: CAPTIVE 2

MINDSCAPE AP JANUARY 1994 – 91%

CHEAT Some items can be bought for a fraction of their correct price simply by expressing an interest in making a purchase, locating a credit card with less money on it that the price of the selected item and handing over the card. The first time any transaction will be denied, but offer it again and it will be accepted, a few credits will be deducted and the item and card will be handed back. This works best with Underworld dealers but bear in mind items can still prove to be pretty expensive on later levels.

LINE OF FIRE

US GOLD BAP

CHEAT Type 'OPERATION FERRIT' on the title screen, and then type 'WHAT A BUMMER' for infinite lives and level skip using the number keys. Also press HELP when the game has loaded for a hidden message.

LIONHEART

THALION AP FEBRUARY 1993 – 88%

PLAYING TIPS

The best way of killing things is to use the battle strike wherever possible (UP, FIRE then DOWN). There are platforms that you can make swing higher by moving the joystick downward when the platform is moving downward and releasing it immediately when it goes up. If the platform has a very low altitude, use very short joystick-strokes to get it moving again.

LOGICAL

RAINBOW ARTS AP JULY 1991 – 59%

LEVEL CODES

Level one – WELCOME
Level two – THE OTHER SIDE
Level three – QUADRI QUADRA
Level four – STONE ROAD
Level five – NICE COLORS
Level six – MORE COLORS
Level seven – REAL FUN
Level eight – PINK AND PINK
Level nine – GREEN PATH
Level ten – BAD DIRECTION
Level eleven -DONT PANIC
Level twelve – COLORMANIA
Level thirteen – REFRESHMENT
Level fourteen – FULL MOON
Level fifteen – RUNNING BALLS
Level sixteen – GREEN RIVER
Level seventeen – TWO ISLANDS
Level eighteen – MORE ISLANDS
Level nineteen – TIMES CHANGE
Level twenty – OTHER THINGS
Level twenty one – BE HONEST
Level twenty two – BLUE N VIOLET
Level twenty three – THREE PATHS
Level twenty four – DANGEROUS
Level twenty five – THE WANDERER
Level twenty six – SECRET CHAMBER
Level twenty seven – FALCONS FLIGHT
Level twenty eight – BLUE ANGEL
Level twenty nine – FAR THUNDER
Level thirty – A SIMPLE ONE
Level thirty one – BLUE VELVET
Level thirty two – PARADISE I
Level thirty three – CLASSIC ART
Level thirty four – VENI VIDI VICI
Level thirty five – WE LIKE IT
Level thirty six – FOREVER HERE
Level thirty seven – WONDERLAND
Level thirty eight – THE SNARE
Level thirty nine – CURE IT
Level forty – SUN IS SHINING
Level forty one – A RAINBOW
Level forty two – ARROW ROAD
Level forty three – TURNING WHEELS
Level forty four – ACCELERATION
Level forty five – THE PRESIDENT
Level forty six – HE IS MISSING
Level forty seven – PICKNICK TIME
Level forty eight – WHO IS CALLING
Level forty nine – ANCIENT ART
Level fifty – SHE IS GONE
Level fifty one – LOGISTIC
Level fifty two – TURNING COLORS
Level fifty three – PARAMOUNT
Level fifty four – THE LADDER
Level fifty five – BACK IN RED
Level fifty six – TREASURE ROOM
Level fifty seven – DONT WANT THAT
Level fifty eight – THE FREE FALL
Level fifty nine – CORRADO BEACH
Level sixty – MORE POPCORN
Level sixty one – WILD AT HEART
Level sixty two – THE DARK AGE
Level sixty three DIMLIGHTS
Level sixty four – THE FIFTIES
Level sixty five – PICTURE OF HER
Level sixty six – GORDIAN KNOT
Level sixty seven – HIGH SPEED
Level sixty eight – ALEXANDRIA
Level sixty nine – RUNNING TEARS
Level seventy – HER RAINBOW
Level seventy one – WALK IN CREAM
Level seventy two – TOUCH HER
Level seventy three – SHADOWLAND
Level seventy four – JACK IN BAG
Level seventy five – VITAMIN C
Level seventy six – STUNT BALL
Level seventy seven – MIRRORLAND
Level seventy eight – ACE QUEST
Level seventy nine – BOA BOA BOA
Level eighty – DA DA DA
Level eighty one – HAUNTED HOUSE
Level eighty two – THE SECRETS
Level eighty three – SMILING JOKE
Level eighty four – CHILDREN GO
Level eighty five – IT IS ATLANTIS
Level eighty six – ON THE ROAD
Level eighty seven – BLUE IS FIRST
Level eighty eight – WOLFS MOON
Level eighty nine – WILD CHINA
Level ninety – ITS LOGICAL
Level ninety one – SHE COMPARES
Level ninety two – BIG MOUNTAINS
Level ninety three – TOMORROW
Level ninety four – TELEPORTER JAM
Level ninety five – LEVER SUNLIGHT
Level ninety six – NEW EXODUS
Level ninety seven – THE PEACEPIPE
Level ninety eight – FINAL SURPRISE
Level ninety nine – WHITE MIAMI

PLAY TIP And enter the password as 'THE FINAL CUT' for access to the construction kit.

LOOM

LUCASFILM BAP

COMPLETE SOLUTION

Once in the village, go into the leftmost tent. Keep walking to the right of the tent until you go past three tapestries. Clicking on each of the tapestries will tell you a little bit about their fabric, weave, cross stitching and the like. Listen to the megalomaniacal esoteric ramblings of the wise old Elders. Pick up the Distaff. You are now capable of casting spells, albeit of a limited nature at this early stage. Go over to the egg that used to be poor old Hetche, cast the Open spell using the keyboard or mouse and miracle of miracles, Hetchel is reborn and ready to give you a whole load of top-notch advice. Pay heed to her wise words and head over to the tent in the village at the extreme right. This is Hetchel's old tent. Go in and pocket the book and flask. Click on the big pot on the corner of the table. You'll see some notes playing – note these down and cast the spell that these notes create on the pile of undyed cloth in the corner. Head out toward the woods at the left of the village. Keep going to the left until you see a rabbit, and take a closer look at the gravestone. As you walk away from the grave back to the village, spend some time touching the four holes in the trees. They'll give up their music, enabling you to cast the Owl's spell. Head back to the village, go into the first open tent at the right of the village. Cast your newly learned Owl spell, click on the spinning wheel and use the spell you learned on the straw.

Go back to the starting point of the adventure and point around with your mouse until the sky becomes highlighted in your icon corner. Cast another Open spell and head on down to the jetty. Assuming that you've cast the spell correctly, there should be a big stick waiting for you at the end bug before you climb aboard, cast an open spell on the clam at the left. Jump off the end of the pier and on to your improvised boat. Sidle up as close as you can to the waterspout and touch it. You'll hear the tune that its playing. Cast this as a spell, but in reverse (D-E-F-C). The waterspout will clear and you should reach the next island without incident.

LOST PATROL

OCEAN BAP

CHEAT Rest for fifty minutes and all your remaining men will be restored to 99% with no loss of food. Strength and morale will recover a few points as well.

LOTUS ESPRIT

GREMLIN BAP

CHEAT Select a two-player game, calling player one 'IN A BIG COUNTRY' and player two 'FIELDS OF FIRE'. You'll always qualify. Also, try using 'MONSTER' and 'SEVENTEEN' instead for a hidden subgame.

LOTUS 2

GREMLIN AP NOVEMBER 1991 – 87%

LEVEL CODES

Level two (Night) – TWILIGHT
Level three (Fog) – PEA SOUP
Level four (Snow) – THE SKIDS
Level five (Desert) – PEACHES
Level six (Motorway) – LIVERPOOL
Level seven (Marsh) – BAGLEY
Level eight (Storm) – E BOW

CHEAT Insert the password as 'TURPENTINE' and the timer will remain at ten seconds; 'DEESIDE' to advance to the next level when the timer reaches zero or 'DUX' for a neat but pointless sub game.

LOTUS 3

GREMLIN AP OCTOBER 1992 – 74%

LEVEL CODES

EASY
Level one – PWRWUWHNM-30
Level two – XMQIYSKAS-80
Level three – UVQSNPBCM-70
Level four – CWVBQPCAV-50
Level five – SFXUXXXXP-60
Level six – HSYWYSKGC-50
Level seven – IVVEMMKOZ-50

MEDIUM
Level one – ANNSMQLPN-60
Level two – VSVDOPHCY-50
Level three – RTLMYJKHB-60
Level four – ERRURV——67
Level five – NSSSXXXXS-60
Level six – WSVUQPCSJ-70
Level seven – OUNDEFACG-99
Level eight – GXWDYPACV-68
Level nine – BZ-ZF-BAT-90
Level ten – LWNJWKACN-90

HARD
Level one – IYVVNVEQR-35
Level two – KAZZNIKAI-45
Level three – FGQLJGDAF-65
Level four – MFFSRPYDU-60
Level five – PLQTZQDPE-80
Level six – ZKZGKJKKK-50
Level seven – TGGJGGTTT-63
Level eight – AFZYBQCJT-70
Level nine – JBOUKJHKA-99
Level ten – DASICOTET-80
Level eleven – XDNVSEECE-85
Level twelve – QDSCJVEBT-75
Level thirteen -SKGYXXXXK-57
Level fourteen -YKGJWVNAK-92
Level fifteen – WJMEGMEQH-60

PLAY TIPS And you can also try entering the code as 'GAMESMAST' or (ahem) 'CU AMIGA' for specially designed tracks.

LURE OF THE TEMPTRESS

REVOLUTION AP JULY 1992 – 88%

COMPLETE SOLUTION

SECTION ONE – ESCAPING FROM THE DUNGEON

To escape from your cell, shed some light on the problem with the torch! As you try to get the torch, it falls onto your straw bedding and sets it alight. Now move over to the corner of the cell by the door and wait for the Skorl guard to walk in. Once he's in, he'll go over to investigate the fire. Walk out through the open cell door, then close and lock it. The Skorl is now well out of the way and frazzling in the cell fire! Walk through to the guard room and pick up the dusty green bottle from the floor. Take it over to the barrel and use it with the tap. Go back into the outer cell and give Wulf the bottle of liquor (and he'll tell you about how he was arrested in a plot to overthrow the Skorl, but more importantly he'll let it slip about the escape route out of the dungeon, and the girl Goewin and the Blacksmith whom you must find in the village after your escape. Walk back through to the guard room, and pick up the knife from on top of the barrel to open the sack in the corner of the room. Among the waste you'll find a coin. Continue through the guard room into the torture room. On a rack in the corner you will see a serf strapped down with leather cord. Use the knife to cut the cord and release the serf. He thanks you and announces that he will be your loyal servant. Go back through the guard room into the outer cell. Remembering Wulf's advice on the escape route find the loose bricks at the base of the right hand wall. You don't have the strength to move them, so tell Ratpouch to either pull or push the bricks. This opens up the escape tunnel. Follow him through.

SECTION TWO – THE VILLAGE

Walk from the base of the sewer into the village. Go left, and up to the castle gates. Now walk left. You can hear the clang of the blacksmith's in the background. Eventually you'll reach the town hall. The sound gets closer. Walk down to the market place. Walk left into West Street in front of the Severed Arms. Turn down through the gate which takes you into Smithy Street. Enter left into the blacksmith's. This is where you'll meet Luthern the blacksmith. Be sure to tell him that you've escaped from the Skor, and don't forget to pick up the tinderbox from the floor. Go into the Magpie tavern in Magpie Courtyard. Find Morkus and talk to him. Not having much luck? Bribe him, and he'll tell you that Goewin was taken prisoner to the town hall by the Skorl.If you come across a character called Mallin, accept his offer of a job. Take the large heavy metal bar he gives you to Ewan the shopkeeper in the market place. Give Ewan the metal bar and he'll reward you with a few groats and a sparkling jewel on a silver chain. What do you do with this jewel? Take a good look around the signs in the village.

In return for the long lost Turnvale jewel you'll be given a flask full of something that you're told will keep you warm at night! Don't even try to drink it. But someone's going to have to drink it, because the flask must be empty. Go back to Luthern's and give him the flask of Old Willie's Winter Warmer. He's the only person who can drink it. Talk to him and he'll tell you that you should find Grub and ask him about the black goat. Go to the Magpie Courtyard where you'll find an old beggar, Grub. He'll tell you that you need the assistance of Taidgh the magician and give you a lockpick. Now you need to find Taidgh's house. Enter the Severed Arms. Talk to Gereint the landlord. Eventually the obnoxious old toe rag will tell you that Taidgh's house is in the market place. It's apparently empty and Taidgh is long gone. Talk to the girl, Eilain. Ask her about Taidgh and she'll surprise you by handing over his leather bound diary. (Be careful of her, though – he's a bit dodgy!) Read Taidgh's diary and go to his house in the market place. You'll find it's locked. Having problems with the lockpick? Give it to someone with nimble fingers and tell him to unlock the door. Make sure you time it just after the Skorl has checked Taidgh's house. Enter Taidgh's house. Look carefully at the apparatus on the table – you need it to make the magic potion Taidgh talks about in his diary. Find the oil burner and use the tinderbox to light it. Then find the tap and pour the potion into your empty flask. Drink the potion and you turn into Selena. Leave Taidgh's house.Go to the town hall in your disguise. Open the door which is guarded by the Skorl. Enter the hall and talk to the Skorl guards, commanding them to release the girl. When Goewin is free, leave the town hall.

Once you've released Goewin follow her to the herb shop. She won't believe you're Diermot because you're still in disguise as Selena – the ungrateful wench! Anyway go for a walk and enjoy your last moments as a woman. It won't be long before the spell wears off and you change back into your old manly self. Go back to Goewin's herb shop and talk to her. Head back into town to the monastery. You'll see a notice posted outside, saying that the monks have lost their big book, and that a carved statue will be awarded to the lucky blighter who recovers it. You could try 'Booksearch' but you'd be better off talking to the village characters. Talk to Mallin – he'll give you the book and ask you to take it to Morkus. Don't bother, he's the traitor in the village as you found out from the Skorl when you were disguised as Selena. Take the book to the monks and they'll give you the reward and tell you about the dragon, and more importantly tell you about the herb mixture to gain control of him. Once you've been to Goewin's herb shop and found out that she has all the ingredients except Cowbane, your search is on again. Luthern's dear old mum might be able to tell you, if you don't get bored stupid by one of her weird old stories. Once you've found the elusive herb take it back to Goewin who'll mix up the potion for you. Now you'll have to find out where the dragon lives. Go and have a chat with Grub in front of the Magpie pub. He'll tell you to look for it in the caves of the Weregate, but be prepared for a fight with the deadly creature that lurks in the caves. At the Weregate, all you'll find a is a couple of stony gargoyles and a closed gate. Go and have a chat with Ultar in the Severed Arms.

Up until now all Ultar would tell you is "Simple – turn brain boxes," which isn't much help. Now he'll tell you the names of the gargoyles – Fengael and Hammawen – to whom you must talk in order to gain entry through the Weregate. In order to get through the gates you're going to need a woman. Goewin seems quite moody about the whole idea, but in the end she agrees to meet you there. Once at the gate, talk to her about the gargoyles and she'll call out their names, upon which the gates will open. Goewin will follow you through the open gates into the entrance cave. In front of you there are two skulls. Look at them both, and then pull the right skull. The door opens allowing you to enter into the green cave. Goewin follows. Look at both skulls again – Goewin will not be able to pull them unless you have looked at each skull. Goewin can take a while to follow you in. Once she's with you, tell her to go back to the entrance cave, pull the left skull and then pull the right skull. Then she must come back into the green cave. As she reluctantly carries out your instructions, the door opens and you're able to enter the blue cave. Pull the left skull to let Goewin through. Now tell her to go back to the green cave, pull the left-hand skull and then the right-hand skull. This allows you to pass through the last door and into the dark cavern. Walk up to the top of the cavern and go through the exit at the top right. This takes you into the lair of the beast. He'll kill you if he can, so it's time for combat. Fortunately for you it appears an axe was left lying around. Use this to fight your enemy – use middle body shots which lunge quickly at the much slower beast. Keep up the continuous thrusts into the beast's flesh and you'll be victorious.

Walk through into the dragon's lair and use your potion on him. The game will say that the potion doesn't appear to have worked, but don't worry it's lying. He'll do anything you say – just you see. Command him to help you. He'll spill the beans about the evil demon who has possessed Selena. Our Dragon friend turns out to be very helpful ally and gives you a magic eye. Leave the dragon, go back through the caves turning the left skull of both blue and green caves to open each door. Grab Goewin and make your way back to the village. Go to Ewan's shop in the market place. Wait outside until one of those mutant meathead Skorl enters the shop. Go up to the window and look through. You'll overhear him complaining about how he and his friends haven't got enough food. He wants Selena killed, and he wants old Ewan in on it. Skorl tells Ewan to get into the barrel to be smuggled into the castle, and to be ready when he and his friends come back later. Here's your chance to get into the castle. Wait for the Skorl to leave and then enter the shop. Tell Ewan you'll take his place in the barrel – he's very happy with this and even helps you in. The Skorlies then come and smuggle you into the castle.

SECTION THREE – THE CASTLE

From the cellar go into the kitchen. Here you'll meet a boy called Minnow. Have a chat with him – you're going to need his help. On the wall near the carcass you'll find a pair of tongs. Use these to pull out the bung on the cask in the cellar. Now tell Minnow to tell his Skorl master that someone is in the cellar.Who ever it is will come down and drink the wine overflowing from the cask. Get the lump of fat from the carcass in the kitchen and make your way through the banqueting hall to the gate house. Use the fat to loosen up the rusty lever. Tell Minnow to pull the lever, and at the same time operate the winch. Leave the gate house and make your way back through the drunken dozing Skorl and up the stairs to the top floor. Exit onto the draw bridge which is now down and ready for you to get to Selena's pad inside.

MAD BOMBER

AP27 COVERDISK

CHEAT Press F5 on the title screen to jump straight to level thirteen.

MAGIC POCKETS

RENEGADE **AP OCTOBER 1991 – 75%**

CHEAT If you lose all your lives, keep your finger on FIRE straight away to restart with your score intact. This is important as when you reach 100,000 you'll become fully powered-up.

THE MANAGER

US GOLD **AP JUNE 1992 – 36%**

CHEAT Go to the preferences menu and position the cursor on the arrow below where it says 'MAIN MENU'. Press D a few times and you should see a white line appear in the border. Enter the transfer market and you will discover that all the players in your team have maximum statistics, and that you have £24 million to spend. Also, try starting a game with two managers, and have the first put a player up for transfer. Offer to buy the player with the second, but decline with the first. In the next week, take the player off the transfer list and for some reason he'll have scored 130 goals, and you're team will win £75 thousand at the end of the season.

MAN UNITED PLC

KRISALIS **AP APRIL 1994 – 62 %**

CHEAT Every time you concede a penalty, press FIRE and UP and your goaly will always save it. And to score every time, put the ball down either wing and cut inside. The keeper should go for your feet so dribble past him and put the ball in the empty net.

MARBLE MADNESS

ELECTRONIC ARTS **BAP**

PLAY TIP When you've finished the first level, leave things alone and watch what happens.

MEGA-LO-MANIA

IMAGEWORKS **AP SEPTEMBER 1991 – 90%**

LEVEL CODES

THINGY
Epoch two – SQUCIGQEKNS
Epoch three – PHQCICHVTNG
Epoch four – FIAACVOFZNA
Epoch five – FUCAESCSXHS
Epoch six – PVNCSZGYRHG
Epoch seven – IFIBUIRHPTM
Epoch eight – CGRCEEQXJNM
Epoch nine – OMXCQKJYONE
Mother of all battles –
WNKAFKFCNMR

MADCAP
Epoch two – IVIAZXF1WMB
Epoch three – ELEALUFOPNP
Epoch four – MOXALSLTFCZ
Epoch five – IFTAJNFPOVN
Epoch six – MCOALOIXVPR
Epoch seven – NZHPVHLMLEN
Epoch eight – QWCPHELHGLP
Epoch nine – MMYAFZEZXFD
Mother of all battles – IQUBTYQSPAD

SCARLET
Epoch two – OVIAYASIWMC
Epoch three – KMEAKXROPNQ
Epoch four – SPXAKVXTFCA
Epoch five – DGTAIQRPDVO
Epoch six – SDOAGLLIVPS
Epoch seven – SAIBUKXMLEO
Epoch eight – WXCBGHXHGLQ
Epoch nine – SOYAECRZXFE
Mother of all battles – ORUBOVESPAE

PLAYING TIPS

The three islands in the last epoch take a minimum of about fifty men to complete, so save plenty. When nuclear weapons come into play, don't bother making anything else as it's simply a race against time to see who can make them first. You can only put one castle into suspended animation on each island so make sure it has a maximum of 999 men in it when you do. If one of the computer players attacks your castle with a force containing only unarmed men, then putting your men in that sector back into the castle (including men in turrets) will cause the enemy to leave the sector, as there's nothing they can do there– If you're not building any castles then try and team up with a computer player (or two if all four people are playing). This cuts down on the number of people that can attack you. Also, to conquer a sector with about twenty five men, simply switch off the autoslow and put the game in fast move. Move them in and they should win with only two or three casualties.

MEGA TRAVELLER 1

EMPIRE **AP JUNE 1991 – 88%**

PLAYING TIPS

- Create a party disk, then delete everyone except Alexandra. Create five more players and make sure one is skilled in computers, one in mechanics and one in medicine. All should be able to use battle dress and energy weapons. Now generate a scout and raise his piloting and navigation as high as possible. Your next character should be enlisted and re-enlisted into the Army until he retires at sixty two. Take as much in the way of cash benefits as he can. Now select your team of five, including Alexandra, start the game and go to the Starport. Deposit all the party's money except the lead character's. Withdraw all but one credit and give that to the leader too. Break up the party and kill Alexandra. Re-group, enter the building and recruit your ex-Army character, transfer his money to the leader and split and kill him. Alternate between him and Alexandra to build up stonking amounts of money.
- To make colossal amounts of cash before starting the game, generate a party of characters which will eventually be your final team. (There should now be fifteen spaces left on the disk.) Start to generate characters and keep them in the service they are in until they are forced to retire by old age. They will now receive large amounts for retiring (they earn most if they are scouts, and are less likely to get thrown out of this profession. They also stay in for more terms, which means more money at the end), and also weapons and vacc suits. If you are faced with the option of surgery early on in the characters' service to restore an attribute (in about second to fifth term) take the risk as they are still quite expendable. There is

always only one such occurrence in a career, if any, so if it can be over and done with things will be easier in the rest of the career. If the character is older, however, he will have become more useful and should retire at the next opportunity, avoiding surgery.

MERCENARY 3

NOVAGEN AP FEBRUARY 1992 – 50%

PLAYING TIPS

Transferring vehicles is the equivalent of destroying them. Rest whenever you have the chance. And destroy as many units as possible (for extra cash). Liberating certain islands liberates others without the need them; hence liberating the following nine islands will liberate the entire forty one. Here's what to do and where to find them.

MICROCOSM CD32

PSYGNOSIS AP APRIL 1994 – 44%

CHEAT When, near the start of the game, it cuts to the animated sequence as you are about to enter the pod bay, pause and enter the following control pad sequence: GREEN, BLUE, YELLOW, RED, YELLOW, DOWN, GREEN, RIGHT, RED, UP. The screen will turn black and white. You are now invulnerable, your ship will gain all available weaponry after each level, you can warp around the map (by moving the outlined block around the map with the blue and yellow buttons and teleporting with the green button), and the right hemisphere of the brain can be reached without having to play through the previous levels. The only drawback is that all the animated sequences will appear in black and white. The cheat can be activated at other points in the game – the sequence will be different but after pausing one of the coloured or directional buttons will make a different sound, the first in the sequence, continue in this manner to find all ten. *And read the mission overviews when docked for a message from the programmers.*

MIDNIGHT RESISTANCE

OCEAN BAP

CHEAT Type 'ITS EASY WHEN YOU KNOW HOW' or 'SIAMESE' when paused (or possibly on the title screen) for infinite everything.

MIDWINTER

RAINBIRD BAP

CHEAT While skiing, press S to switch to sniping mode full zoom. You should now be invulnerable.

MIDWINTER 2

RAINBIRD BAP

CHEAT For total control you need liberate the following islands only: Lobos, Ndola, Camargo, Makat, Dhafia, Ghazal, Djoum, Satara, Sikasso.

MiG-29 FULCRUM

DOMARK BAP

PLAYING TIPS

- To qualify for the final mission, complete the first five times. Try blowing up the second undocumented Harrier base in the first, and the reactor in the final missions.
- Destroy an airfield then land on it for automatic refuelling and rearmament. Note that you should remove any defences first, such as the towers and hangars, before taking out any enemy fighters.
- Enemy fighters tend to come at you head on, and then try to take you out from behind. To avoid this, turn just before the plane is parallel with you, so when it turns you will be on its tail. Or better still (as it will be losing altitude), turn and let your nose drop out of the sky directly onto the enemy fighter's tail.

MiG-29 SUPERFULCRUM

DOMARK AP NOVEMBER 1991 – 80%

PLAYING TIPS

- The helicopters are slow – so don't waste your missiles on them – use your cannons instead.
- Do not unleash missiles from too great a distance from the target – the enemy fighters release flares and your shots will simply miss.
- When in comes to dogfighting, turn off the cockpit display and use the Head Up Display as it allows you to view considerably more of the sky. Remember in this mode you fire where you look – your best bet is to move in real close to an enemy fighter before launching a missile – even if it doesn't score a direct hit, the explosion will cause considerable damage. (This is known as 'Missile Fuzing', apparently.)
- When refuelling, make use of the autostabiliser. And finally when you destroy a base, remember to also take out any access routes, such as bridges, otherwise the tanks will come and take the base again.

MIGHT AND MAGIC III

NEW WORLD AP AUGUST 1992 – 87%

LEVEL CODES

Here are some codes to be entered into the teleporter.

- HOME
- SEADOG
- FREEMAN
- DOOMED
- REDHOT
- AIR
- WATER
- FIRE
- EARTH

MONTY PYTHON'S FLYING CIRCUS

VIRGIN BAP

CHEAT Enter 'SEMPRINI' on the high score table to start on any level you've already reached. Try also typing 'POOKY', or 'ARNOLD BIT MY HAND' to gain 50,000 points.

MORTAL KOMBAT

VIRGIN AP JANUARY 1994 – 86%

CHEAT Select the game level as normal, but only use three credits. Chose to play as Rayden and lose on your first match. When you are asked to chose your fighter again, chose whoever you wish to be and you should have unlimited credits. If you press UP, LEFT then FIRE on the Continue screen, *it will reset your time.*Type in all the letters from A to U three times to be presented with a cheat mode where you can turn off Raiden's Body electricity, fight reptile and lots of other stuff. And typing CATHULU is also rumoured to do something too. Or possibly not.

PLAYING TIPS

KANO

● PLAYING AGAINST: This chap is good both in the air and on the ground, but with concentration his special moves can be easily avoided.

● PLAYING AS: The cannonball move must be performed in close vicinity to Player Two, else it is likely to be blocked and your nose shoved into the back of your head. His uppercut's reach is more useful then you may be led to believe – back an opponent into a corner and all sorts of damage is possible.

● DEATH MOVE: HEART ATTACK: Push the joystick away from the opponent twice and press FIRE. You must be standing right next to your opponent to execute the move.

RAIDEN

● PLAYING AGAINST: Raiden is the Ken of Mortal Kombat – a good all-rounder, but with no magic success-guaranteeing strategy. Try a roundhouse kick as soon as you notice him trying to teleport and you should catch him as he re-materialises.

● PLAYING AS: His long legs are his strength. Flying kicks have a very good reach. Try a teleport when your opponent throws something at you, and Torpedo him from behind. Watch out though because Raiden takes slightly longer to get back up on his feet than other characters, and the computer enjoys leg-sweeping a character after they have fallen. A few Torpedoes, by the way, go down nicely.

● DEATH MOVE: HEAD BANG: Push the joystick TOWARDS, AWAY, AWAY, AWAY and FIRE. Again you must be close to whoever you are fighting.

LIU KANG

● PLAYING AGAINST: Attack this guy from a distance to give you time to react to his Special Move. You probably didn't want to get close to him anyway – he's an ugly mother, and rather too fast for you to block.

● PLAYING AS: Supersonic kick a couple of times in a row – especially effective when versus Goro or for getting out of corners.

● DEATH MOVE: HELICOPTER SPIN KICK: Stand about two inches away from whoever's about to get it and move DOWN, AWAY, UP, TOWARDS, DOWN, AWAY, UP, TOWARDS and FIRE.

SCORPION

● PLAYING AGAINST: Although he's relatively easy to beat on early levels, he has a tendency to try and stick a large spear down your throat later on. The best way attack him is to get in close, where his Special Moves are least effective, preparing to duck, block his harpoon, and stick in a couple of flying kicks.

● PLAYING AS: His Death move is particularly effective, but once the computer learns to block your combination of rope-uppercut and flying kick, things start to get tricky. Try to stay near the centre of the kombat zone so that you can always teleport out of trouble, and try to harpoon Rayden whenever you knock him down. Use the harpoon, uppercut and try out a fly-kick topped with a roundhouse – this takes almost half their life in one go. Teleport punches are also annoyingly sneaky.

● DEATH MOVE: HELLFIRE POWER: Position yourself about two inches away and pull DOWN, DOWN AND FIRE.

SONYA BLADE

● PLAYING AGAINST: Keep your distance her reach is long. Her leg throw is also particularly nasty, and don't jump around too much or she'll Superman you.

● PLAYING AS: Watch out when attempting a leg throw – upside down in a hand stand is a vulnerable position. Her speed and back-breaking leg toss can prove fatal. Continue flying around to confuse your foe, then smash them in the head with a leg toss.

● DEATH MOVE: KISS OF DEATH: Standing anywhere you fancy, move the joystick TOWARDS, TOWARDS, AWAY, AWAY and FIRE.

SUB ZERO

● PLAYING AGAINST: In combat Sub Zero behaves much the same as Scorpion. As he fires his ice weapon, block it and let rip with a flying kick, preferably before he has had time to recover.

● PLAYING AS: Freeze your opponent, uppercut him or her, and re-freeze the sucker – this is easy and extremely effective. Your ice weapon is particularly good as defence against Raiden's Torpedo, freezing him in mid flight, whilst both Sub Zero's and Scorpion's special moves are excellent against Goro as you can keep your distance and inflict maximum damage. Practice fighting without until you are good enough to hold your own against anybody, then the Icefire can be dropped into any bout at the perfect moment, tipping the balance completely in your favour.

● DEATH MOVE: HEADPIECE: Move in as close as you feel comfortable and move your stick TOWARDS, DOWN, TOWARDS and FIRE.

JOHNNY CAGE

● PLAYING AGAINST: Mind out for Johnny's uppercut. If you are roughly half the screen apart and he doesn't seem to be advancing, a shadow kick may well be heading in your general direction – avoided by using a block then a leg sweep.

● PLAYING AS: A shadow kick followed by a flying kick won't do much for your opponent's morale. His vast range of moves (if used in the correct order) can make him a real winner. His flying punch is good too. Leg sweeping the computer opponent often causes them to jump, leaving them wide open for a 'package check'.

● DEATH MOVE: TOWARDS, TOWARDS, TOWARDS and FIRE.

GORO

Keep your distance (Goro has a long reach and will take every opportunity to grab your head and pound you in the face) and duck any fireballs that come your way. (Get hit and lose up to a third of your energy in one go.) All kicks send him sliding back along the floor. Scorpion's harpoon, Sub-Zero's ice and Lui Kang's Supersonic kick are the most effective Special Moves to try out.

SHANG TSUNG

The only people he will charge into are Goro and yourself, but as by the time you have reached him you will have already fought Goro and your twin, so he should be of little worry to you. Make a mental note to duck the several green fireballs he unsportingly fires at you at the beginning of the fight.

REPTILE

To meet Reptile, begin a one player game and play as usual until you've reached the pit. Look at the moon in the background – in order for Reptile to appear there must be something flying across it. You must then win double flawless fatality at the pit without blocking during the fight and execute the death move at the end. Remember that it is no use trying to block his attacks (this still drains energy), that he has both Sub Zero's and Scorpions's special moves, and that he's lightning fast.

MR NUTZ

OCEAN AP JUNE 1994 – 80%

PLAY TIP With practice you should actually be able to stack up as many lives and stars as you want. To do this you must complete all the bases in Nature World but not transport from the level. Now, provided your flying skills are up to scratch, enter the level passed to the blue flagged base with a ghost nearby. There are six extra lives near the exit and enough gems lying around for a star, the beauty being that you can re-enter the level as many times as you wish.

MYTH

SYSTEM 3 AP JULY 1992 – 67%

COMPLETE SOLUTION

HADES, REALM OF THE DAMNED

Kill a green Harpy, collect the fireballs it leaves, kill (from the left of the start) the skeletons until one drops a sword along with any harpies that get in your way to replenish your energy. Use a straight stab to cut down the hanging skeleton from the left, stand slightly to the left of the skeleton generator below and as a skeleton rises use a neck slash (DIAGONAL UP RIGHT and FIRE) to propel his head into the flames. Walk back a little, select the fireballs, stoop down and prepare to fire (fairly sparingly) at the demon, avoiding his pot shots but still shooting when he materialises on top of you. (This will still kill him.) There should be enough harpies about to slash if you run out of fireballs; it may even be a wise move to stock up on a fresh batch before even summoning the demon. Take the trident to the small platform to the right of where the skeleton was hanging and lob it. (Get closer if you actually want to have a look at him first.) Take the first gap to the right for bonuses, but ignore the second.

SKYROS, ISLE OF THE SIRENS

There are too many Warriors to kill, so jump them and run right to the Nymph. Approach her only when she beckons, halting when instructed. She'll then ask you to kneel and transform into a handy energy bead, unless you take it too fast, in which case she will transform into a monster and kill you. Continue right to Achilles, hack at his dodgy right heel, and use the shield to get you past the remaining warriors.

TEMPLE OF ATHENAE

Medusa fires in a one, three pattern. Wait on the platform to the right of the second Warrior, then after a burst of three jump left two platforms, hold up the shield (FIRE), wait for a subsequent burst of three and, preparing to raise the shield the second you land, jump again. Still brandishing the shield, scroll the sword into the selection window then, following another burst of three, select the sword and lop off her head with a neck-slash. Collect and use her head, drop the right of the platform with the Warrior on and take out Hydra's third head from the lowest but one platform. (You'll take a few hits yourself, but don't worry.) Go up two platforms to the left and, in between blasts, directly up once more. From here you can get into a fire/duck routine and (by moving forward a bit) take out both his other heads.

MAELSTROM, GATEWAY TO THE NORTH

Wait for a Viking to approach, kick him, collect and use his axe, run back and fourth the length of the boat removing any vikings' heads you may see with an upwards chop (UP and FIRE). Time this correctly, and don't stand still for too long or you'll be struck by lightning, and you'll you won't get so much as a scratch all level. When the raven leaves his perch, get him with an overhead chop and he'll drop the coin needed to pay for your journey across.

FORESTS OF NIDHOGG

Don't touch that joystick! Wait for the first green squishy thing to reach you, punch him, collect the daggers and use them to kill the trolls and the remaining green squishy things as they attack. You should be able to collect up enough daggers and energy to reach Brunhilda, the girl burning at the stake. Don't waste any time in using the Sword Torch to take out the banshees – easiest if you let them come to you. Brunhilda will then vanish, replenishing your energy and rewarding you with an impressive looking sword. Re-select the daggers, continue seeing off the trolls and green squishy things until you reach Nidhog. Stand at the intersection of the two roots, jumping vertically over his shot before running left, neck chopping him with the sword twice (there is time) before running back to the safety of the root intersection. Continue until a green wound appears, then chuck in a few daggers.

ASGARD, DOMAIN OF ODIN

Neck-chopping the plants with the sword gives you double the points of using the axe. The small green Dragons leave daggers and energy behind. And watch out for Thor – he can't be killed. If you are standing near where he materialises he will try to knock you off the platform. Jump after his third swing to avoid this happening. If he starts firing at you then run. Zig-zag upwards to the first tower entrance. Stand away from the door, avoid its fire, switch to daggers, move inwards, wait for the viking to come out and throw his axe then let him have it. Once killed he turns into energy pods, but if you don't think you are going to make it then leave and kill a few dragons first. Take care of the viking guarding the entrance above in exactly the same way and jump abruptly to collect the energy before Thor picks you up and whisks you away. Select the sword before Thor drops you off and run to the far left. Odin fires four bursts at you – you are safe to remain standing here, stab the red dragons, and collect the energy and daggers (from the platform above) that they leave behind. After the fourth burst, change to daggers and prepare to fight Thor. You'll notice there are four platforms. If Thor appears to the left then shoot him from the lower, if he appears to the right then shoot him from the left, and if he appears on the top, shoot him from the right. In between his frequent visits, remain slightly to the right of the lower platform; if he appears here (or if you aren't quite ready) then run to the far right (or the left if he's appeared to the right) and you'll be safe. (He only has eight way firing, you see). Once he has scarpered, you have to take out Odin from the top platform. Avoid his shots (he fires directly at you) and dagger him from the top platform. If you run out of daggers then keep on cycling through your weapon selection – you're bound to come across some more.

THE VALLEY OF THE KINGS

Select the sword (there's not much else choice), jump over the snake (and its fire) and kill it. Run underneath the second one, jump up and knob him as well before entering the concealed door above. Run right up to the spike, ducking under the blade as you go, and kneel (in this position it looks like the spike is actually going to go through you). Wait for the blade to pass over head to and run as soon as the spike has completely submerged. Standing on the lowest step, jump over the pressure pad to land next to (but not on) the small spike and hurdle over it. Step onto and walk back off the pressure pad and the spinning blades will return from whence they came. Time your way past the two spikes (stopping in between), collect the eye, then repeat this paragraph, only in reverse, to get you back to the doorway. Re-kill the snake below you, then circle up the platforms, past another concealed door (it's a dead end), and enter the concealed door at the edge of the playing area, committing two more cases of snake-icide as you go. Dodge the spike, and run right without stopping to avoid the spinning blades that falls. Duck when standing on the pressure pad (just after the vertical bar) and the moving blade will pass overhead. Walk of the right side of the pad once it has passed, onto another pressure pad (to remove the spikes) and onto another one (to call them up again). Up past the moving blade, down the steps, jump to land next to the spike just as you did before, over the gap, onto (and off of) the pressure pad, over the spike and through the door. Left leads you out of the first concealed door that you didn't bother entering, so go right instead.

CHAMBERS OF ANUBIS

Right, slay the skinheads and collect the Ankh as you go. When this is in the selection window, standing by one of the three large Ankhs on the wall (there was one at the start) will replace your energy. Break the energy pod from the breakable urn before heading up the platforms, killing the Mr Head-dress (ducking his fire, obviously) and picking up what he leaves behind. Collect the small mummy from the urn to your right before returning down the platforms, and in turn down the first set beneath. Collect the remaining three small mummies from their respective urns – two to the left, one to the right (over the spikes) jumping the live mummies as you go. Use the head dress to kill the pharaoh back at ground level, then select the Ankh (and replenish your energy if necessary). Duck beneath the Ankh and select the eye. Stand up (so that the Ankh still glows), and when Anubis the dog looks up, keep RIGHT and FIRE held – you should let him have it in the eye. (If the blue lightning doesn't appear, you were probably standing in the wrong place, so try again.) Collect the urn and you'll be able to jump high enough to reach the above platform.

TOMB OF THE PHARAOH

Stand on the bottom left platform, chose and select the green mummy and it will drop down. Drop the remaining three mummies in their appropriate places (the fires show you where), then walk past the tomb and (whoosh) shoot Tut in the eye, ducking beneath his pots shots.

REALM OF CHAOS

And finally we have a, er, sideways scrolling shoot-em-up. It's not even very difficult (and it's not even very good). Turn on autofire and (staying to the rear of the screen) wiggle let everybody eat, er, whatever you are firing. Collect the pods, wait until you've collected the split-shot and use it.

THE FINAL CONFRONTATION

Select the big fireball and keep firing it (by pressing SPACE) to take out the small heads on Dameron's own head, then take him out in the same way.

NARC

OCEAN BAP

CHEAT At the start of the game, go right and kneel down in front of the first dustbin. Shoot it until it turns blue to activate the cheat mode.

NARCO POLICE

GREMLIN BAP

CHEAT Type in the following codes for various effects.

MUNICION – full ammo
NOENEMIG – no enemies
ABRIR – open doors
COMENZAR – bring back enemies
BLAST – smart bomb
NOAMETZx – deactivate machine guns in sector x
NOCAMZx – reactivate machine guns in sector x

NAVY SEALS

OCEAN AP AUGUST 1991 – 61%

CHEAT Type 'PSBOYS' into the high score table for infinite credits. Pausing and pressing H will now also skip levels.

NEBULUS

HEWSON BAP

CHEAT Type 'HELLOIAMJMP' on the title screen for infinite energy and the ability to level warp with the function keys.

NEBULUS 2

21ST CENTURY AP SEPTEMBER 1991 – 66%

CHEAT If you can't collect enough weapons, enter 'HOUSEBLUES' on up towers and 'BLUEHOUSE' on down towers.

LEVEL CODES

Tower five – ICEHOUSE
Tower nine – LANDANDLOVE
Tower thirteen – GREENTREES

THE NEW ZEALAND STORY

OCEAN BAP

CHEAT Press DELETE then M. You should hear a laser sound. Now type 'MOTHERF**KENKIWIB****RD' for infinite lives and level skip with the HELP key. If that didn't work, try 'FLUFFY KIWIS' instead.

NICKY BOOM

MICROIDS AP JANUARY 1993 – 50%

LEVEL CODES

Level one – MEDIT
Level two – KRATTY
Level three – MIRTES
Level four – ARRAX
Level five – JANIR
Level six – TRINOS
Level seven – SIXAN

NICK FALDO'S CHAMPIONSHIP GOLF

GRANDSLAM AP FEBRUARY 1993 – 88%

CHEAT To reach a bonus course, set on Mars, complete with goldfish bowl helmets and alien craft who steal the ball, type 'MAJORTOM' on the title screen. To register a hole in one, load up, select your players, select Amateur, play as per normal until you have putted the ball, choose 'old' from the Mulligan option, click on and repeat this until you are on stroke one. Now putt the ball and select the new position on the Mulligan screen for a hole in one

NIGHTBREED

OCEAN BAP

CHEAT Type in 'RISEN FROM THE DEAD' for infinite lives.

NIGHTSHIFT

LUCASFILM BAP

LEVEL CODES

Shift two – cherry, banana, banana, lemon
Shift three – banana, cherry, pineapple, plum
Shift seven – cherry, pineapple, lemon, banana
Shift thirteen – plum, cherry, banana, pineapple
Shift nineteen – lemon, pineapple, cherry, plum
Shift twenty five -banana, pineapple, pineapple, lemon
Shift thirty – cherry, cherry, banana, plum

NINJA SPIRIT

ACTIVISION BAP

CHEAT Pause, then press CAPS LOCK, CTRL and SHIFT in order for infinite lives and no collision detection. Also, as your ninja falls at the beginning, type 'NO HUNS AT HAMPDEN AND NO SKOL AT IBROX' to level warp with keys 1-9.

NINJA WARRIORS

VIRGIN BAP

CHEAT During the game, press CAPS LOCK, type one of the following codes, and press it again:

MAY THE FORCE BE WITH YOU – for infinite energy;
MONTY PYTHON – enemies come on backwards;
SKIPPY – enemies bounce;
A SMALL STEP FOR MAN – jumping baddies jump right off screen;
THE TERMINATOR – ninja body parts explode when you die;
CHEDDAR – infinite credits;
KYLIE – upside-down screen;
SNOW WHITE – the ninja become dwarves;
OPEN THE POD BAY DOORS HAL – infinite stars;
WARP FACTOR ONE, MR SULU – warp mode (press 1-6 after turning CAPSLOCK off);
STEVE AUSTIN – slow mode (press S to toggle).

NITRO

PSYGNOSIS BAP

CHEAT Enter 'MAJ' into the high score table for 5,000 fuel and 50 credits. Also, type 'NITRO' during play to skip levels.

NORTH SEA INFERNO

BAP

CHEAT Type 'PHOENIX' at the start of the game for infinite everything.

ONE STEP BEYOND

OCEAN AP SEPTEMBER 1993 – 87%

LEVEL CODES

Level two – 39943
Level three – 22881
Level four – 62824
Level five – 20169
Level six – 17457
Level seven – 37626
Level eight – 55083
Level nine – 27173
Level ten – 16720
Level eleven – 43893
Level twelve – 60613
Level thirteen – 38976
Level fourteen – 34047
Level fifteen – 07481
Level sixteen – 41528
Level seventeen – 49009
Level eighteen – 25001
Level nineteen – 08474
Level twenty – 33475
Level twenty one – 41949
Level twenty two – 09888
Level twenty three – 51837
Level twenty four – 61725
Level twenty five – 48026
Level twenty six – 44215
Level twenty seven – 26705
Level twenty eight – 05384
Level twenty nine – 32089
Level thirty – 37473
Level thirty one – 04026
Level thirty two – 41499
Level thirty three – 45525
Level thirty four – 21488
Level thirty five – 01477
Level thirty six – 22965
Level thirty seven – 24442
Level thirty eight – 47407
Level thirty nine – 06313
Level forty – 53720
Level forty one – 60033
Level forty two – 48217
Level forty three – 42714
Level forty four – 25395
Level forty five – 02573
Level forty six – 27968
Level forty seven – 30541
Level forty eight – 58509
Level forty nine – 23514
Level fifty – 16487
Level fifty one – 40001
Level fifty two – 56488
Level fifty three – 30953
Level fifty four – 21905
Level fifty five – 52858
Level fifty six – 09227
Level fifty seven – 62085
Level fifty eight – 05776
Level fifty nine – 02325
Level sixty – 08101
Level sixty one – 10426
Level sixty two – 18527
Level sixty three 28953
Level sixty four – 47480
Level sixty five – 10897
Level sixty six – 58377
Level sixty seven – 03738
Level sixty eight – 62115
Level sixty nine – 00317
Level seventy – 62432
Level seventy one – 62749
Level seventy two – 59645
Level seventy three – 56858
Level seventy four – 50967
Level seventy five – 42289
Level seventy six – 27720
Level seventy seven – 04473
Level seventy eight – 32193
Level seventy nine – 36666
Level eighty – 03323
Level eighty one – 39989
Level eighty two – 43312
Level eighty three – 17765
Level eighty four – 61077
Level eighty five – 13306
Level eighty six – 08847
Level eighty seven – 22153
Level eighty eight – 31000
Level eighty nine – 53153
Level ninety – 18617
Level ninety one – 06243
Level ninety two – 24851
Level ninety three – 31085
Level ninety four – 55936
Level ninety five – 21485
Level ninety six – 11885
Level ninety seven – 33370
Level ninety eight – 45255
Level ninety nine – 13089
Level one hundred – 58344

OPERATION STEALTH

US GOLD BAP

COMPLETE SOLUTION

AIRPORT

EXAMINE the coin return slot, buy a newspaper with the coin and EXAMINE it to find out which country is currently friends with Santa Paragua – you'll need to make the false passport of this nationality. Go into the toilet through the doors to the left, secrete yourself in a cubicle and OPERATE the briefcase. Remove the pen and American passport, EXAMINE the latter, TAKE out the dollars, OPERATE the calculator, TAKE the passport from the secret compartment, choose a suitable nationality and OPERATE the validation button. Exit the toilets, USE the false passport on the customs officer, SPEAK to the hostess in the kiosk, EXAMINE the telegram she gives you, USE the airline ticket on the security guard and go through to the baggage claims halls – there are two, but you'll be wanting the one for flight 714, as prompted by the telegram. EXAMINE the blue baggage, which should be marked 'MR MARTINEZ', TAKE it and head for the toilets again. OPERATE the shaver, USE the cable you find on the socket and you'll bed given a message. Not forgetting to TAKE the cable and shaver, leave the toilets, show the customs officer the false passport again, head through the automatic door to the left wait by the 'TAXI' sign for a cab and get in.

TOWN CENTRE

USE your wad on the Bank CLerk. He'll swop it for Santa Paraguan currency. Repeat (you've still got some notes left), head for the flower shop, USE the coins on the florist, TAKE a red carnation, go to the park, sit on the bench and you're contact will arrive, but'll get shot. TAKE the key card and leave immediately. Return to the bank, EXAMINE the key card, USE it on the bank employee who'll open the safe room for you. USE the key on the safe whose number corresponds to the number on the card, OPERATE the lock, and swipe the envelope. Two Russian agents will catch you in the act, however, tie you up and leave you in a cave. OPERATE the ground, you'll find a piece of metal. USE it to cut the ropes. OPERATE the ground again and you'll find a pick axe, TAKE it, EXAMINE the rock wall and OPERATE the pick axe three times on the part where the draught's coming in.

UNDERWATER
Use the left mouse button to swim towards the rocks, not forgetting to swim up to the surface every so often when your oxygen gets low.

HOTEL
USE the coins on the man on the beach in front of the hotel to buy an inflatable bracelet, go to the hotel, OPERATE the lift button, get out at the second floor and take the stairs to the third. Turn right, OPERATE the last door, and you'll get taken out on a boat. When the men start talking, OPERATE the bracelet and you'll be thrown overboard. When you reach the seabed, OPERATE the bracelet again and swim towards Julia using the left mouse button. OPERATE her, and you'll be rescued by one of her pals.

PALACE
Make your way through the maze until you find the key. Collect it, go through the exit (using the rotating doors to avoid the guards), OPERATE the door, enter the office and OPERATE the statue's arm. A safe will appear. USE the little box jobby from your inventory on the safe, OPERATE the on/off button (to switch it on), OPERATE the up/down arrows (until the first light comes on) followed by the validation button, repeat until all four lights are lit and then OPERATE the on/off button (to switch it off) and the validation button once more. The safe will open. TAKE the envelope from inside.

JET SKI BIT
There are two sections to this. In the first, avoid the shark fins until you've caught up with the other jet-ski. Then avoid the other jet-skis which are chasing you.

ANOTHER UNDERWATER CHUNK
Head for the seaweedy screen, EXAMINE all the plant life until you come across one with something 'odd' beside it. EXAMINE it and you'll find and elastic band. Go towards the final screen to the right, EXAMINE and OPERATE the palm tree, OPERATE the button, go towards the entrance and OPERATE the hatch.

SECRET BASE BIT
USE the pen on the lock and the watch on the right and left walls. Head for the grill, wait underneath and OPERATE.

ANOTHER MAZE
Pretty similar to the last one, really.

SHOWER
OPERATE the soldier, EXAMINE his shoes, TAKE his laces and towel and USE them on him before scarpering with his shoes, clothes and the glass.

CORRIDOR
Go towards the exit at the bottom of the screen.

ANOTHER CORRIDOR
Head for the opposite door.

STOCKROOM
EXAMINE, OPERATE, then EXAMINE again the third draw to the left, TAKE the laces and USE them on John, EXAMINE, OPERATE and EXAMINE the bottom draw to the right and take the stamp.

ANOTHER CORRIDOR
The exit? On the right.

YET ANOTHER CORRIDOR
Go through to the opposite door.

GUARDROOM
EXAMINE the clothers, TAKE the bit of paper with your orders on, USE the glass on the water fountain, OPERATE the untidy desk, TAKE the lifeboat and make your escape.

LOTS MORE CORRIDORS
In the first, go towards the exit at the top on the right. In the second, hand over the glass of water to the officer. In the third, do as you did in the first. And in the fourth, go towards to the top left exit, but take the first to the right.

OFFICER'S ROOM
USE the full glass of water on the officer, then when he turns TAKE the stamp.

MORE CORRIDORS
Go towards the exit on the right in the first, the bottom right on the second, and the door on the third.

GUARDROOM
Take the inkpad from between the chair and the mess on the desk, ink the stamp on it, USE it on the orders' sheet, OPERATE the cigarette case, EXAMINE and OPERATE the blue one, USE the cigarette paper on the glass and a fingerprint will appear.

ER...
More corridors, during the course of which you'll be wanting to go towards the top right exit, USE the fingerprint on the keypad before going through the armoured door, and head towards the other exit on the right.

THE LASER ROOM
USE the stamped orders' sheet on the letter box, and go towards the laser doors.

A FINAL CORRIDOR
USE the electric cable on the socket, OPERATE the electric razor and USE it on the wastepaper basket.

CONTROL ROOM
Wait for the razor to give the message 'EXPLODE, ONE, TWO...' and quickly USE the red cigarette on the computer. It will explode, whereupon you should OPERATE Otto, USE the CD on the laser-reader and head for the door to the top left.

HELICOPTER SCENE
USE the elastic band on the bomb and fall to the ground. And when the second screen appears, OPERATE the lifeboat.

OPERATION THUNDERBOLT

OCEAN BAP

CHEAT Enter 'EDOM TAEHC', 'NINJA MAGIC' or 'WIGAN NINJA' into the high score table for infinite continues, infinite lives, or level skip (F2 or F7). Also enter 'SPECCY MODE' into the high score table for more enemies. Press F8 and FIRE at the same time to start the game with a laser sight. And to have a laser sight through the whole game, press: F8, F7, F6, F5, F4, F3, F8, then F1 three times for player one or F2 three times for player two.

ORK

PSYGNOSIS AP APRIL 1992 – 66%

CHEAT In the in-game computer, fire in all four corners of the screen. From then onwards, press A for ammo, F for fuel, H for help, RETURN to take off or land when necessary and one other key (not sure which) to replenish your energy.

PACIFIC ISLANDS

EMPIRE

AP MAY 1992 – 87%

PLAYING TIPS

- Ensure that at least one of your units is entirely made up of M1 tanks – they have much more armour than any of your other vehicles. Use them for raiding missions, and keep the powerful TOW missiles on your other vehicles, further away from the action. The TOW missile is your most effective weapon with a range of about four kilometres. It's the only weapon capable of taking out targets like the radar and fuel dump in battle one, so conserve it. If you find that the opposition are destroying you too easily there are a number of to do:
- Use your engine smoke to make your units elusive to enemy fire. The soviet vehicles have inferior infra red imaging, and thus will have no firm target to shoot at. There's nothing to prevent you from using engine smoke most of the time, so keep it turned on as much as you want. This may mean that you need to use your own infra red imaging system, particularly if your view is obscured by clouds of engine smoke.
- Normally the opposition unit which is firing at you will be marked on the map display, so as soon as you're receiving incoming fire, try to identify where the fire is coming from. Once you've been spotted it's far more effective to destroy the opponent than to slam your tanks into reverse gear and run away.
- Make good use of the jungle, particularly the tree line – move inside it if you can. By moving your vehicles just inside the areas of jungle on the map displays, you'll be able to survey the battlefield while receiving terrain protection. With camouflage the enemy won't be able to spot you against the tree line.
- Take care to note down the aims of your forthcoming battle. Then work out a strategy before you engage in battle. It would be pointless to show you how to win every battle; and every island – after all there'd be nothing left for you to do in the game. So, to give you an idea of the sort of tactics you must employ to win an island, here are battle tips to win the first island only. Note that it's advisable to go straight south after battle two, into battle four, and then on to battle three.

PANG

OCEAN BAP

CHEAT Type 'WHAT A NICE CHEAT' on the map screen and you'll be able to skip levels.

PARASOL STARS

OCEAN AP APRIL 1992 – 88%

CHEAT Type 'CYNIX' during the game, and then press…

M – to get all three stars

G – to kill all the baddies on screen

C – for an extra credit

D – to die

X – to skip to extra level

T – to end the stage

1 to 7 – to skip stages

F1 to F10 – to skip levels

B – to skip to bonus screen

This cheat won't let you onto the last two levels, though.

PLAYING TIPS

- For starters, make sure that you reveal all the hidden bonuses. This is done (in case you didn't know) by throwing objects (frozen baddies, bubbles, each other etc) along certain sections of ground. The value of bonuses increases from basic fruit through chocolate cakes to crowns and eventually a hundred point coin, in fact worth an entire credit. If you die then the value of the bonuses resets slightly but play it right (throw each other around before you kill the last baddy on each screen) and you should be able to collect three credits by the early part of level two. Bonuses to look out for are the candy staff (and race to collect the huge bonus which appears once you've completed the screen), potion bottle (race to see who can collect the most bonuses) and rather more rarely the yellow and orange teapots (turning all the bonuses into money and credits respectively). Watch out for what looks like a purple magic wand also.
- You really ought to be playing with two players; if you don't then not only will you be missing out on one of the greatest simultaneous co-operative two-player moments in software history, not only will it be at least twice as hard, but getting into the first Secret World will be damn near impossible. To get to this first Secret World you need to get to the fourth screen of word three, the one with the sea horse flying around inside the big rectangle. Jump inside, collect the pink heart, kill all the baddies and collect the 'IN' sign which appears using the other player's umbrella to reach the top. The world you will be propelled to is the trickiest of the lot – if you don't lose practically all of your credits getting through then you most probably will on the huge demon ant the end, but make it through and they will be eight more lying about to top you up. Save up for the big Miracles in this order: Lightning, Fire and then Star; learning where they appear is essential. You need three Star miracles at the end of Rainbow world to get to the final two worlds (Bubble World and Hell), but if you manage to collect three star miracles before Rainbow Island you'll receive a giant hundred credit coin.

PERIHELION

PSYGNOSIS AP APRIL 1994 – 77%

COMPLETE SOLUTION

CITY OF MIDNIGHT

Get the Net Code from Yheel in the northwest, log on (with code 'PSYCHO') in the Net Station and read away. Proffer the medallion to the woman to the south and download the Permission file from the Net Station to the east with the new Net Code her baby gives you in return. Leave the city and head for the Watchtower Colony.

WATCHTOWER COLONY

To open the locked door, talk to the east guard and upload the Permission file from the Net Station to the west. Algcethi (your next stop) will hand over a Net Code, security card, and info on Mirack, but you'll need to fix the broken Hologate first.

TUNNELS

Here you should be able to lay your

hands on the Hobscan device (from tunnel five), the transmitter detail (from tunnel three, use the plug) the security card (from tunnel two) and some useful battle equipment (from tunnel one). However, DON'T (whatever you do) take tunnel four. (It's a P.S.I. trap.) Use the three transmitter parts (once you've found them) in the Hologate and walk through to the Security Zone. It's not too hard to find your way out. Use Mental Defence before attacking the vampires. Log into the Station (with code 'MIRROR') and make your way Mirack-wards to the South Tomb. Carol's simple task must be completed before Mirack's daughter, Pearl Blood will take you to a new sector in the mines. Here you'll discover a battery, drill, and the news (from Mirack himself) that his godson Algol has been kidnapped. You, though, can (and should) save the day. Scoop up the crystal on the way to the lower section of the mines. (You'll also need a key plug and some filter masks.) Combine the key and battery in the composite assembly unit (as prompted when the crystal is used in the hexagonal hole); use the composite key behind gate two to open the fire door, drill a hole in the wall and place a bomb near the filter masks. And run like hell. Algol will be hanging around the remains of your doings, but get him back to Mirack fast or he'll die. Mirack lets it slip about the unborn and the guardian, so get to Fort Nightfall pronto.

FORT NIGHTFALL
Take the key and log on in the Net Station (with Net Code 'MURDERER'); open the storeroom doors by standing on the pressure plates; prepare to fight it out for the audio card; open the Commanding Hall with the key you found a minute ago and program the card according to the sample generator. Back at the Security Sector use the card in Gateway A, do battle with Charlie Chan and head for the Meditation Chamber. Destroy Lord Daleth, swipe the DNA sampler from the labs and use on Daleth's remains – this will gain you access to the guardian in the security chamber.

NEONS' TOWER
Escape from the tower (defence is the key to overpowering the guards) and read the files Net Coded 'SPIRIT' in the Net Station. Archan Darkey, if you can find him, will talk of a palm print, but you'll have to get him to activate it. The secret door he also alludes to is not in the northwest, but to the southeast. Activate the print in the sanctum, destroy the beast inside and you will receive a telepathic message from Daleth telling you where to locate the unborn.

PINBALL FANTASIES

21st CENTURY AP NOVEMBER 1992 – 89%

CHEAT Between pressing F1 to load a table and starting, type any of the following:
DIGITAL ILLUSIONS – to block off the hole at the bottom of the screen
EARTHQUAKE – for infinite tilts
EXTRA BALLS – for extra balls
FAIRPLAY – to clear all cheats
VACUUM CLEANER – to clear high scores
'TECH STUFF', 'ULF', 'OLOF', 'BARRY', 'ANDREAS', 'FREDRIK', 'MARKUS' and 'THE SILENTS' are also supposed to do things too.

PIPEMANIA

EMPIRE BAP

PLAY TIP There is a secret bonus of 50,000 if you completely fill the screen.

PIT FIGHTER

DOMARK AP NOVEMBER 1991 – 64%

CHEAT Type 'LOBSTERS' during play, and then press any of the numeric keys to skip levels, C to the Championship level, and L to the Elimination round. Probably your best bet, though, is to reach for the 'off' switch.

PLATOON

OCEAN BAP

CHEAT On the title screen type 'HAMBURGER HILL'. Now F2 takes you to the explosives, F3 to the bridge, F4 to the village and F5 gives invulnerability.

POPULOUS

ELECTRONIC ARTS BAP

CHEAT Load up a Conquest Game as usual, and click on the 'SET UP' icon. Then select 'CUSTOM GAME' and go to 'GAME OPTIONS', changing anything you like. Finally, click on 'EVIL', then 'TWO PLAYERS', and then 'CANCEL'. The enemy will now be unable to alter the landscape.

POPULOUS II

ELECTRONIC ARTS

AP DECEMBER 1991 – 91%

CHEAT Activate lightning, hold down the left mouse button, Depress 1 and release the mouse button. The lightning remains but your mana doesn't go down. To get any type of hero without needing the mana, find the icon for the Hero you wish to use, count the number of the spell (eg the hero in the Man section is number three), keep your finger on the spell number and click lots of times on the icon with the right hand mouse button to turn your leader into that Hero. To maximise all your divine attributes, use the code. Enter 'MUSIC' as a special code to turn the music on. Enter it again to turn it off. Try clicking on the writing around the area for different effects (if anyone's interested, it says 'BULLFROG PRODUCTIONS PRESENTS POPULOUS II' in Greek). Also, for maximum experience (allowing eight and nine lightning bolts at once instead of one, and similarly increasing the power of other miracles) use the codes 'IEADTHVCZMZNOSIT', 'FJECVTSUNTJVAZV' or 'ADKIUCKBZNZEFIWX'.

PLAYING TIPS
- Combine effects for greater devastation. Placing forests then columns of fire, or whirlwinds at the point where a tidal wave hits the land is particularly nasty.
- Fungis can be lethal where the land is flat. Experiment with different patterns for full effect – try assassins, bombs, waves and missiles in eight

directions.

- When sending out a Hero, cover the enemy terrain in an effect from the Hero's bank. For example with Heracles try earthquakes, with Achilles try fire rains and so fourth. Broadly speaking the heroes are immune to effects from their own banks.
- Mana can only be gained from winning hand fought battles, and not via effects. With this in mind, when lightning someone, place the question mark over them first and stop before he dies to give your people a chance to beat him up. Make sure that there are some nearby people in fighting mode first, though.
- Convert an area of the enemy's land with baptismal fonts and use the people there to lower the ground to create enough room for a whirlpool. Constantly filling the pool with whirlpools will eat away his territory from the inside out.
- Before using a wind to blow the enemy off the map, lay down a series of swamps or earthquakes behind his people and lo and behold, his men will be blown into oblivion. Alternatively, build a castle wall the width of the map, placing the wind behind the wall, which will in turn force his people out of existence.
- Tidal waves can be just as devastating to the creator as the victim. A simple way around this is to create a 'rail gun'. Simply build up a ridge section along a section of land to form a U shape. Place the tidal wave in the U shape, but be warned. Besalt eats into tidal waves, so never tidal wave if you opponent's land is covered by volcanoes.

BUILDINGS

As more land becomes available to farm, building will grow and grow. When there is no available land, a tent is the *best you'll* get, but the largest available *is a* castle which takes up almost all of the screen area. Whenever a building is full, a person will leave to find another home. Although larger buildings hold more people and and stronger in combat then smaller ones, it is less frequent to find people living in them.

STARTING A LEVEL

At the start of a level it is imperative to gain the largest population as soon as possible. Two houses produce more people than one, so for this reason create as many small houses as possible, continually sprogging them (unless the level won't let you) until you have about two or three screens worth. Then set about converting the innermost houses to castles.

ENDING A LEVEL

If Armageddon is not available, a number of alternative methods can be used instead.

- Click on the Go to Magnet icon to set everybody heading towards your leader. Then use the Place Papal magnet effect to stick the magnet on an enemy house. When your leader gets there he will start laying into the house. Place the magnet on another enemy house and repeat until the enemy is dead.
- Place your Papal magnet in the heart of the enemy's land after clicking on the go to magnet icon. When they arrive, enter fight mode.
- Click on the Go To Magnet icon, build a very strong leader, at least five flags, and turn him into Adonis, splitter knight. This method should only be used if the enemy are extremely weak.
- Lighting every enemy house in turn – tedious, but effective, even early on in the game.
- There are also three monsters which simply roam across the landscape and eat people. To force a random one of them to appear, simply fill the landscape with the maximum hundred people.

POWERDRIFT

ACTIVISION BAP

CHEAT Select any course except D and win all the races. You'll enter a bonus course where you're flying the F14 Tomcat from Afterburner, and you won't be able to collide. If you do the same again on course D you'll get another bonus course, this time on the Super Hang-On bike.

POWERMONGER

ELECTRONIC ARTS BAP

CHEAT To invent something really quickly, click on Invent, and when your men leave, click it again. This usually makes a catapult almost instantly, but only works once per island.

POWERPLAY

ARCANA BAP

CHEAT Remove disk B and insert a blank and you'll always be asked the same question.

PP HAMMER

DEMONWARE BAP

CHEAT Press 1, 2, 3 or 4 for any items you want during the game.

PREDATOR

OCEAN BAP

CHEAT Press F10 to miraculously regain all your energy.

PREDATOR 2

IMAGEWORKS AP JUNE 1991 – 53%

CHEAT Pause the game and type 'YOU'RE ONE UGLY MOTHER' (or possibly 'YOURE ONE UGLY MOTHER') to get infinite everything.

PREMIERE

CORE AP SEPTEMBER 1992 – 84%

CHEAT On the title screen – the one where it says 'PRESS FIRE TO ROLL CAMERAS' – type 'SPARKPLUGS' and you will get a cheat screen, and you will be able to skip levels by pressing / on the keypad. (Unless you've got an Amiga 600, of course...)

PREMIER MANAGER 2

GREMLIN AP FEBRUARY 1993 – 80%

CHEAT Go to the telephone and dial '781560'and you'll be whisked to a gambling machine where you can win extra money and boost your players stats. It costs to play, but play your cards right and you should walk out with a sizeable profit.

RAILROAD TYCOON

MICROPROSE AP MAY 1991 – 79%

CHEAT Enter the screen accessed by F1 and press $ to gain $500,000.

RALLY CROSS CHALLENGE

ANCO BAP

CHEAT On the Locomotion level, drive up the railway track all the way to be awarded twenty eight race and tune-up points and all sorts of medals.

RAMBO 3

OCEAN BAP

CHEAT Enter 'RENEGADE' into the high-score table and 1, 2 and 3 will skip levels.

RBI BASEBALL 2

OCEAN BAP

CHEAT When your opponent reaches third base, hold the joystick left, hold down SHIFT and press fire and the player will be hit out every time. Stand in the top corner while batting and you can hit the ball out of the stadium. And when the computer is pitching, press P to go to the substitution screen and you can change the pitcher for an inferior one.

RETURN OF THE JEDI

DOMARK BAP

CHEAT Enter 'DARTH VADER' into the high score table and press F2 to skip levels.

RINGS OF MEDUSA

STARBYTE BAP

CHEAT Type the following quickly (if you can!) on the title screen to get a cheat menu:
'DESOXYRIBONUKLEINSAEURE'.

RISKY WOODS

ELECTRONIC ARTS AP JULY 1992 – 82%

CHEAT Press F1 to increase your lifeforce
F2 to increase your cash and
F3 to skip the stage.

ROADBLASTERS

US GOLD BAP

CHEAT During play, type 'LAVILLASTRANGIATO' and now 0 removes special weapons, 1 adds the Uzi, 2 adds the missiles, 3 adds the shield, 4 adds the nitro injector, G ends the game, F refuels the car, S skips a level and X puts the car into a spin.

ROAD RASH

ELECTRONIC ARTS AP NOVEMBER 1992 – 70%

CHEAT Enter '21132 011H7' or 'VUKBE 27QAG' onto the title screen to get to level two with £41 million.

ROBIN HOOD

MILLENNIUM BAP

CHEAT Your men will be a great deal merrier if, during the game, you hold down ALT and type any of the following three-digit numbers (use the main keyboard, not the numeric keypad). The border should flash green. You can have more than one active at once:

370 – Outlaw stag hunting;
371 – Outlaw Robin Hood;
372 – Outlaw Merrie Men;
373 – Put a price on Robin's head;
441 – Cycle through seasons;
213 – Move to island near Little John;
666 – Cause a church service;
214 – Move to spring near wizard;
659 – Make Merrie Men join up (also ressurects any that are dead);
103 – Marion falls in love (gives you a magical ring);
166 – Maximise heroism;
167 – Minimise heroism;
828 – Legalise Robin Hood;
222 – Pause the game.

There are many more other codes as well, so experiment a bit.

ROBOCOD

MILLENNIUM AP NOVEMBER 1991 – 87%

CHEAT There seems to be no end to the cheats available in this one.

● For starters, at the beginning of the game, in the very first zone of the Games level, are three groups of five objects. The first (Penguin, Oil, Water, Earth and Racquet) should be collected in order to spell the word 'POWER' to get full energy. The second five, in order (Lips, Ice Cream, Violin, Earth and Snowman) spell 'LIVES' for a full complement of lives, and the third (Cake, Hammer, Earth, Apple and Tap) spell 'CHEAT' to become invulnerable. These groups may also appear again later on, for example the 'CHEAT' group is also on the roof just to the right when you start the game, and appears there again some levels later.

● At any point in the game, type 'THE LITTLE MERMAID' to activate the cheat mode. Now RETURN toggles invulnerability, F6 and F7 between 50 and 60 Hz, K kills James, P, C and B toggle the plane, car and bathtub (if available on that level), S and G store and restore your current position on the level, F gives you wings, X teleports you to the exit pole and M allows you to go instantly to any zone in any level (although when you complete that level, you'll be right back at the very beginning of the game, so it's probably not worth it) whilst the function keys may (or may not) do weird things with the screen. Typing 'LITTLE M' instead, we are told, will bring up a level selector screen – type in a number between one and fifty to be whisked to the relevant section of the game.

● There are usually at least two or three secret zones on each level, so hunt for them in the shape of suspicious looking holes, unusual scenery, alternative exit poles etc. To chance upon a secret room, walk along till you get to the first ramp (jumping er the doors as you go) and jump up to a roof on your right. Walk left and you should go into the side of the building, leading you to the secret room. There's also three hidden level doors as well, one being a bonus room, one being a second Sweets World and one being Circus World, whilst to complete the first level immediately, just walk left instead of right.

● Every time you complete a level (not a guardian, just normal levels) the main Castle level changes to reveal a new set of bonuses, so keep looking every time (the places to check are the two sets of snowman statues at the left and right of the area, which you should try to stand on, along with the roof where ‘CHEAT‘ first appeared). One such change will reveal the bonus level mentioned earlier, so grab it while you can. Another change reveals a third ‘CHEAT‘ some time after the others will have worn off.

ROBOCOP

OCEAN BAP

CHEAT During play, hold down SHIFT and type ‘ALEXMURPHY‘. Press FIRE and the LMB to boost your energy. Also, pause and type ‘BEST KEPT SECRET‘ for invulnerability.

ROBOCOP 2

OCEAN BAP

Type in ‘SERIALINTERFACE‘ during the intro to get a screen telling you about a cheat. Now F9 tops up your energy, and b skips levels. When the game has loaded, press F3 to get to the high score table and then type ‘BAMBOOZULEM‘ and press HELP. You should now have infinite energy. Also, leave the joystick alone in the shooting gallery and you'll be down as having shot 1186 targets.

ROBOCOP 3

OCEAN AP FEBRUARY 1992 – 85%

CHEAT Press SHIFT, type ‘THE DIDDY MEN’ and press ESCAPE to advance a level. Also, on the second level, instead of shooting punks, simply stand around for a couple of minutes and Lewis will escape by herself.

ROCK ’N’ ROLL

RAINBOW ARTS BAP

CHEAT Type ‘COUNTRY‘ on the high score table to get a music menu. Alternatively, try ‘RAINBOW ARTS‘ instead, or type it during the game, and the screen will turn grey. Now, to go to any level, type the two digits, followed by ‘XX‘, followed by any four digits that add up to the level number, followed by ‘XX‘ again, followed by the level number backwards. For example, to get to level nine you'd type ‘09XX2223XX90‘. Also, on level one, just after the spade, in front of the dead end beneath four left pointing arrows, fall down the hole. If you now press the left mouse button you'll warp to level thirty three.

ROCK STAR ATE MY HAMSTER

CODEMASTERS BAP

CHEAT Type in ‘COLBOPS‘ at any time and now F7 gives £1,000,000, F8 gives maximum performance, and F9 maximum attendance.

RODLANDS

STORM AP SEPTEMBER 1991 – 90%

CHEAT Pause, press HELP five times and unpause for infinite lives and SPACE as a level warp.

PLAYING TIPS

SCENE ONE – On the first few screens, concentrate on obtaining extra lives – it is possible to cash in your first extra life on screen two, and your second on screen four. Try not to destroy any enemies until the extra game.

SCENE FIVE – Wait for the top platform to clear of nasties before hitching a ride on one of the balloons. Stop enemies from reaching the higher platforms by popping their balloons.

SCENE EIGHT – Build a ladder into the top platform, step aside and wait until the three Corncobs have climbed down. It should then be safe to climb to the top.

SCENE NINE – Climb up at the right hand side of the screen, not forgetting to pull up the ladder behind you. Stay off the ground level until you have collected all the flowers.

SCENE TEN – Kill the spuds but do not pick up the bonuses. This will prevent the remaining spuds from multiplying further.

CROCODILES – Stay on the ground level as opposed to the higher platforms and hit the big crocs as they move downwards.

SCENE FIFTEEN – Bees should be no cause for worry providing that you think the way that they think. Collect the lower eight flowers before they fly down, and then collect the top row. Don't forget that Kaburas can't fly.

SCENE EIGHTEEN – This is where transporters are first found. Going from the bottom to the top of the screen is safe, but when you go the other way, make sure the destination area is safe.

SCENE TWENTY – For life-saving reasons, ignore the flowers and kill the bees pretty damn pronto.

WHALE – The eye of the whale is the only vulnerable spot. He will rise up to one of four different heights. On the lower two positions, you can hit the eyes from ground level, but when he rises to his full height, a ladder will be needed.

SCENE TWENTY TWO – Lobsters attack as soon as you are within a pinch range, but will not attack twice in quick succession. So after one attack a Lobster will be safe to approach.

SCENE TWENTY SIX – Watch out for those boomerangs. The instant that you see a Starfish preparing to throw, quickly build a ladder to the next level and climb up. This is the only escape!

SCENE THIRTY – To cross the column in the centre; build a ladder next to it, step off the ladder onto one of the blocks and build another ladder and climb halfway. It will now be possible to move sideways onto a block on the other side of the column. Bees, of course, can cross the column as soon as they are airborne.

ELEPHANT – Again, refrain from climbing up the platforms, and avoid being sat on when the elephant stops moving. The best time to attack is when the elephant stops for a breather – and zap those baby elephants.

SCENE THIRTY ONE – This scene provides transporters – but only for the daring! Keep an eye on the doors at the top as they are guarded by spikey balls. Beaming up is only safe when the balls are down (hem). As before, kill the spuds, but only collect the goodies when in complete safety.

SCENE FORTY – Walk to the side of the screen, and build ladders all the way up to the top of the screen. It is possible to collect all the flowers in one jump down. You must time it exactly so that all the nasties are moving away from the centres as you land.

BULL PHASE ONE – Step out of the

way as the bull Demon comes down, but make sure that you are facing in the correct direction in order to poke him with your wand. Zap him fifteen times and he will transform.

PHASE TWO – In this form, the Bull Demon will hover until he is directly above you. As he plummets, run to the side of the screen that is the nearest. The bull will then move horizontally to the middle of the screen away from you. It should then be no problem to shoot the bast as he lands next to you (although you'll have to do it eight times).

PHASE THREE – Our chum the bull will now be able to warp. When he appears in a high position, build a ladder climb up and give him one (well, fifteen actually) in the foot.

PHASE FOUR – Lightning reflexes, eyes in the back of your head, a four figure I.Q. and a stroke of good luck would come in handy here. One hint though – you will not die by touching him – only by getting stamped on.

ROLLING RONNY

VIRGIN AP NOVEMBER 1991 – 50%

CHEAT Keep pressing F9 for more money, enter 'CHEAT' into the high score table or press C in game to fly, and type 'MICHAEL' when you die for infinite lives. Also, type 'TRACTOR' or 'DdIiSsKk' into the high score table to give you infinite energy and the ability to fly.

ROLLING THUNDER

US GOLD BAP

CHEAT Type 'JIMBBBY' on the title screen for infinite energy.

ROME

AP12 COVERDISK

LEVEL CODES

Level ten – GEMMA
Level twenty – CARRIE
Level thirty – SAM
Level forty – RACHEL

R-TYPE

ACTIVISION BAP

CHEAT Type 'SUMITA.' (with full stop) on the high score table for an infinite lives trainer mode.

R-TYPE 2

ACTIVISION AP AUGUST 1991 – 88%?

CHEAT Pause, hold down the left mouse button and press F1 for invincibility.

RUBICON

21st CENTURY APMAY 1992 – 74%

CHEAT Pause and press * or type 'THEREAPER' for a cheat mode. You now have infinite lives and F1-F7 give weapons, F10 recharges them and L while paused skips levels.

SAINT DRAGON

STORM BAP

CHEAT Hold down FIRE and the left mouse button for infinite lives. Or you could try CAPSLOCK followed by 'DECAFFINATED' followed by RETURN for the same effect. Or even 'KYLIE' and RETURN. Or 'I HATE THE RADION ADVERT' and RETURN. Or (sheesh!) 'WHATS WRONG NEVER SEEN A GUY WHO SLEPT WITH A FISH BEFORE' RETURN.

SATAN

DINAMIC BAP

CHEAT Hold down ALT, 1 and D during game for infinite lives, or ALT, 1 and M for infinite credits or energy.

SAVAGE

BAP

CHEAT At the beginning of game one, blue sector, run towards the well to your left it and jump before you hit the wall. Keep going left and as the screen goes crazy, clear it by waggling the joystick to end up in the red sector. Repeat to enter the purple sector, and again to complete the game.

SCOOBY AND SCRAPPY DOO

HI TECH AP DECEMBER 1991 – 90%

CHEAT Type in, er, 'QWERTYUIOPASDFGHJKLZXCVBNM' for infinite continues. Alternatively, you could try typing 'SCOOBY DOO' at some point for the same effect.

SDI

ACTIVISION BAP

CHEAT Enter 'ALERIC' on a high score for the function keys to level warp.

SECOND SAMURAI

PSYGNOSIS AP DECEMBER 1993 – 90%

LEVEL CODES

Level two – RFBW1CA1
Level three – UH2RWEYM
Level four – B4XUDVVY
Level five – ZHTI4OTI
Level six – 5ALIC1JF

THE SECRET OF MONKEY ISLAND

US GOLD AP JUNE 1991 – 90%

COMPLETE SOLUTION

Your adventure will begin at the lookout point. Start a conversation with the lookout man, as he will tell you where to begin your quest. Walk along the docks, and enter the Scumm Bar. Once inside, walk to the right of the bar, to the long table with three (important looking) pirates seated there. Talk to them, explaining that you want to be a pirate. Continuing talking until they tell you about the three trials which must be passed in order to attain piratehood. Then go to the door at the far right, and open it. The cook will shout at you to go away. Wait for him to walk off the left of the screen, then quickly walk through the door. You will now be in the kitchen. Pick up the pot and the hunk of meat, then open the door to the right, and walk through it. Walk to the end of the jetty, causing the seagull to fly away, then quickly pick up the fish before it comes back again. Walk left into the kitchen, left again into the bar, then back onto the docks. Go back up the cliffside, past the lookout and round the corner. This will take you to the main island map. Then go to the circus tent as indicated on the main map. Once you are in the forest, walk left until you see the circus tent, then go inside. Here the Fetuccini Brothers will be busy arguing. Interrupt them, and ask them how much they pay you to do the human cannonball stunt. Agree to the offer, and tell them that you do have a helmet. Use the pot as a helmet, the stunt will then take place, and you will be paid in full. Exit the tent, go back up the path. You will return to the main map screen. Go back to the lookout point, down to the docks and continue right, until you reach the main street.

Here a citizen of Melee will attempt to sell you a map. He will do this in code (as tradition dictates of course). When he asks you about Sven, tell him that you know someone called Dominique. Then tell him that you'll take the map, and walk left and up, to the Voodoo Shop. Walk inside, go to the trunk, and get the chicken. Then walk back out into the main street.

Walk up the screen under the arch and you will enter the second area of the village. Enter the right-most building (the store). Once inside pick up the sword and the shovel. Then talk to the storekeeper. Buy the sword and the shovel, then exit the shop. Wait for a 'Psssst' message to appear, then walk to the alley. Here the sheriff will introduce himself. Walk left, then back to the main street, left along the docks, past the lookout, and onto the main map screen. Head for the house to the far right of the map. Before you get there you will encounter the bridge, and the troll. The troll will initially refuse to let you past. Give him the fish though and he will. Continue along the road, to the house. Once at the house attempt to open the door. The swordfighter will answer. Ask him to train you, insisting that you have what it takes to become a swordsman. Let the swordsman have 30 pieces of eight, and when show him your sword when he asks to see it. The training will then commence. In order to gain enough experience to fight the swordmaster, go near to the fork in the road (don't actually aim directly for it) and wait for a pirate to cross your path. You will then have to duel with him, in both swordplay and wordplay. By getting pirates to insult you, you can learn that insult and then use it yourself. Then, if the pirate is clever enough and knows the reply, you can also learn that. Continue to fight pirates here until you build up as many of the twenty possible insults (and associated replies) as possible. Some replies are suitable for more than one insult. This technique is needed when you actually face the swordmaster, who will use insults which you haven't previously encountered. If you've collected enough insults (gained the replies) already, you should have a suitable reply to counter-insult her with. Once on the main map screen walk to the fork in the road then go back into (ie up) the screen. Here you will see a yellow plant. Pick up the yellow petals, then go to the chasm with the signpost. Push this sign, and a bridge will appear. You will then be free to walk right, until you reach the swordmaster's house. Once at the swordmaster's house walk over to her and start talking to her (ie tell her that you've come to kill her). The fight will then start. Use your insulting skills, as learned from the various pirates along the way, and you should have little trouble defeating her. She will then give you a T-Shirt which should ensure that everybody believes in your swordsmanship.

The next step is to recover the treasure. Go back to the entrance to the woods and look at the map (which you purchased from the citizen of Mêlée in the main street. The dance steps are actually directions. Back means move back into the screen, and right and left simply mean left and right off the current screen. Once these moves have been carried out, you should find yourself at a clearing. Walk to the right and use the shovel on the bit of ground marked at X. The treasure is actually a T-shirt. Read the message on the T-shirt, then walk back left, and out of the forest onto the main map. It's then time to pay a visit to the governor's mansion. Go back to the village, right along the docks, left through village, until you reach the house at the far left. Here you will encounter the deadly piranha poodles. Use the yellow petals on the hunk of meat, then give the meat to the poodles. You will be able to open the main door and enter the mansion. Once inside an ever-so-slightly bizarre sequence of events will take place. Go back out of the mansion, right back along the path into the village and into the jail. Once inside, talk to the prisoner, go back out and into the store. Talk to the storekeeper and ask him for a breath mint. Then go back to the jail and give the breath mints to the prisoner. Ask him if he has a file, then give him the gopher repellent. He will then give you a cake. Open the cake, and inside you will find a file. Leave the jail, and go back to the governor's mansion. Once inside walk over to the gaping hole. Once again a bizarre sequence of events will unfold, leaving you in possession of the fabulous idol. The sheriff will stop you before you get a chance to leave. The governor will then appear and send the sheriff away. Once you've finished talking to the governor, walk left to the front door, and open the door. The sheriff will appear, and whatever you say to him, he will throw you off the dock.

Once underwater you must pick up the idol. You will then collect your belongings, and climb back onto the dock. The lookout will then arrive, telling you that the Governor has been kidnapped. Ask him about it, and you will be given a note from Le-Chuck. Go back to the dock and into Scumm bar. Collect all the mugs from tables, then ask the cook what is wrong, and ask him where you can get hold of a ship. Then go right, into the kitchen, and walk over to the barrel. Use a mug on the barrel, and make your way to the jail as quickly as possible. The grog from the barrel will eat its way through the mug very quickly. By pouring the grog from one mug to another (use melting mug on an empty mug) as you make your way to the jail it is possible to keep it contained. Once inside, use the mug on the lock. This will free the prisoner. Talk to him, and try to get him to join your crew. He will run away, whatever you say. The next step is to go back to the main island screen and head northwards to Hook Island. Walk to the cable, and use the chicken to get across to the other side. Once there, open the door, and enter the house. Here you will meet Meathook, who will tell you that he doesn't like visitors. Inform him of the kidnapping, and your intention to get a crew together. He will then set you a test. Once he has opened all the doors to the unspeakable horror he will run away. Open the little door, and tickle the murderous winged devil. Meathook will then agree to be in your crew. Go back onto the main island screen and return to the swordmaster's house. Tell her that the governor has been kidnapped, and she will offer to join your crew. Walk back to the path, out onto the main map screen, and go east to Stan's Ship Emporium. Once you've entered Stan's Ship Emporium, Stan will immediately attempt to sell you everything. Tell him that you don't have much money to spend, and that you want credit. Stan will turn you down, so tell him that you want to think about it some more, and leave. Before you go, Stan will give you his card and a compass (which always points to Stan's Emporium – how useful).

Go back into the village (via the usual dock-side route) and go back into the shop. Talk the shopkeeper and ask him for a credit note. When he asks whether you are employed, say yes, and he will get the note from the safe. Make a note of the combination when he does this! The storekeeper will then ask you about your employment, and will decide that you are lying. He will then put the note back into the safe (double check the combination). Ask him to go see the swordmaster one more time. Once he's out of the door, walk to the safe, then use the PUSH and PULL commands to open the safe. PUSH will turn the lever to the right by 90 degrees and PULL will turn it left by 90 degrees. Once the safe is open, get the credit note, then go back into the main street, back to the main island map and back to the Ship Emporium. Stan will still be there. Ask to see the cheapest ship again, and tell him that you have a credit note. Ask Stan to talk about the extras. Whenever he tells you about one, tell him that you can live without that particular piece of junk, and go onto the next one. Once you've discussed all the extras (there are quite a few, so be patient) ask Stan just how much he thinks that the ship is worth. Tell him that you don't want it, and start to leave. He'll call you back, then tell him that he's right, and make him an offer of 5000 pieces of eight for the cheap ship. He'll agree to this. Walk left out of the yard, back onto the main map screen, and back to the docks at the south-west of the island. Here Stan will greet you, giving you some literature, and after a tearful moment, your crew will join you, ready for the adventure ahead.

THE SECRET OF MONKEY ISLAND 2

US GOLD AP JULY 1992 – 90%

COMPLETE SOLUTION

PART ONE – THE LARGO EMBARGO

After crossing the bridge and being accosted by Largo, pick up the sign to get the shovel and go to the swamp. Use the coffin to reach the voodoo lady and talk to her about Largo in order to learn about the four ingredients needed to create a doll to defeat him.

● SOMETHING OF THE DEAD: This is the easy one. Simply go to the cemetery and use the shovel on the left-hand grave at the top of the hill to get the bone.

● SOMETHING OF THE BODY: Go to the bar in Woodtick and talk to the bar keeper about business. Largo will come in, order a drink and spit at the wall. Use the blank paper from Wally's hut to pick up the spit.

● SOMETHING OF THE HEAD: Climb through the window below the bar to enter the kitchen. Get the knife from the table and go to the hotel. Use the knife on the alligator's rope. It will run out of the door and the innkeeper will follow. Enter Largo's room and take the toupee.

● SOMETHING OF THE THREAD: Take the bucket from the laundry and fill it with mud from the swamp. Go back to Largo's room, close the door and use the bucket on the door. Wait for Largo to enter and follow him to the laundry. The claim ticket you need will be taped to the back of his door. Give this to Marty to claim Largo's underwear.

When you take all the ingredients to the voodoo lady she'll make a voodoo doll of Largo and some pins. Head back to Largo's room and use the pins in the doll to dispose of him. Now all you need to do is leave the island, for which you'll need twenty pieces-of-eight. You'll need the Cheese Squigglies from the bowl in the inn, the stick from the beach and the string from the voodoo shack. Go to the laundry and open the box. Put the Cheese Squigglies in the box, use the stick to hold it open and tie the string to the stick. Now move away. When the rat starts to eat the Cheese Squigglies, pick up the string and you should trap the rat. Take the rat to the kitchen and drop him in the soup; then go into the bar and ask the bar keeper about the food. Take the job – and the pay – when it's offered and escape through the window. Finally, steal Wally's monocle when he puts it on the table and head for the SW peninsula. Give the monocle to Captain Dread to use as his lucky sailing necklace and you're away!

PART TWO – THE FOUR MAP PIECES

GOVERNOR MARLEY'S MAP: Don't forget to take the parrot chow from Dread's ship before going anywhere. Go to Phatt Island. On arrival you will be taken first to see Governor Phatt and then thrown into jail. Pick up the mattress to reveal the stick and use this on the bone in the next cell. Give the bone to the dog and let yourself out with the key. Pick up and open both envelopes on your way out to get all your stuff as well as an organ and a banana. Go into the first alley along the road and follow the lucky winner into the second alley. After he's gone, use the slot on the door and ask for the winning number. The code you need to give is always the same as the number of fingers first held up. Use this number to win yourself an invitation in the casino in the first alley. Sail to Booty Island and enter the costume shop. Give the invitation to the shopkeeper to collect your costume. Head to the guard post in the NW of the island and present the costume and the invitation to the guard. Proceed to the mansion where you'll find the first map piece hanging on the wall. When you try to leave, however, the dog will smell the map piece on you and you'll be taken to the Governor. Try all the flattering comments to end this conversation – the governor will throw the map out of the window. Take the oar before leaving and pick up the dog once you get outside. When you try to pick up the map piece it will blow away and end up halfway down the cliff side. Go around the back of the mansion and push the dustbins. Let the cook chase you right around the house and by the time you get back to the dustbins you should have a sizable lead on him. Enter the kitchen and take the fish.

Now go back to Phatt Island and talk to the fishermen on the pier. Goad him into a fishing contest and then give him the fish. With the fishing pole, go back to Booty Island and use it to retrieve the map piece from the cliff face. This time, however, it will be snatched by a seagull and taken to the top of the Big Tree in the NE of the island. Use the oar in the leftmost hole in the base of the tree and step onto it. When it breaks, watch the dream sequence and then take it back to the woodsmith on Scabb Island who will fix it for you. Use the plank and oar in alternate holes to climb the tree. Enter the hut and use Marley's dog on the pile of maps to find the right one. You now have one map piece out of four.

● MISTER ROGERS' MAP: This is located in the cottage off the northwest coast of Phatt Island. First, however, go to the shop on Booty Island and buy the sign. Hang the empty bag of parrot chow in its place. This will distract the parrot and allow you to buy the mirror. Next, go outside and get a leaflet from Captain Kate. Use this on the Wanted poster on Phatt Island to get Kate arrested. Sail to Scabb Island and enter the bar. Use the banana from the jail on the metronome in order to hypnotise JoJo the piano-playing monkey. Pick him up and sail to Booty Island where you should pick up the telescope at the top of the Big Tree. Return to Phatt Island, take the envelope from the jail, open it to reveal the near-grog and release Kate using the small key. Go to the waterfall and climb the path to the very top. Use JoJo on the pump (a 'monkey wrench') and go through the tunnel under the waterfall to get to the cottage. Challenge Rum Rogers to a drinking contest but tip your drink into the tree when he gives it to you. Fill up your mug with Kate's near-grog instead. When your opponent collapses, use the mirror in the frame, open the shutters and go back outside. Use the telescope on the grotesque statue and the beam of light will enter the cottage, strike the mirror and hit one of the bricks on the left-hand wall. Go back inside and push this brick. This will send you crashing through the trapdoor into a room where the second map piece is hiding. Pick it up and exit through the hole, back out onto the beach. J YOUNG LINDY'S MAP: This is in the shop on Booty Island – the asking price is extortionate, but the shopkeeper will swap it for the figurehead from the sunken ship "The Mad Monkey". The only person prepared to take you there is Captain Kate but she wants six thousand pieces-of-eight. To raise this you'll have to win the spitting contest. Go and join the library on Phatt Island – this will provide you with the ID necessary to get a drink at the bar on Scabb Island. Order a 'Blue Whale' and a 'Yellowbeard's Baby' and mix them together to form a thick green liquid which will improve your spitting power considerably. Return to Booty Island and buy the ship's horn from the shop. Blow this at the spitting contest to distract the referee. While he's away, pick up the flags and switch them around. Finally, take a sip of the green drink using the crazy straw and take your place at the line. Wait until the wind blows the scarf of the woman on the right and then SPIT! You should come first. Sell the trophy in the shop to get the necessary six thousand pieces-of-eight. Go to the Phatt Island library and use the card catalogue to look up a book on "Disasters" – this will tell you where the Mad Monkey is. Get Captain Kate to take you there and dive in. Pull off the figurehead and use the anchor to return to the surface. When you return to Booty Island you can sell the figurehead to the shopkeeper in exchange for the map piece.

● RAPP SCALLION'S MAP: This is buried along with its unfortunate owner in the crypt in the Scabb Island cemetery. Buy the saw from the shop and take it to the laundry on Scabb Island. Look for the "three men of low moral fibre" sitting on on the ledge and use the saw to cut off the wooden leg of the man on the right. When you leave, he will wake up and scream blue murder, attracting the attention of the woodsmith. This will allow you to enter the woodsmith's hut and take his hammer and nails. Sail to Booty Island and enter Stan's Used Coffin Emporium. Ask Stan to demonstrate the deluxe model, and when he climbs in, close the lid and quickly use the hammer to seal the coffin. Take the crypt key. Go to Phatt Island and enter the mansion. Distract the guard at the bottom of the stairs by telling him about the three-headed monkey and enter the Governor's bedroom. Use any library book in order to get the book of famous pirate quotations from the bed. On your way out, enter the library, look up 'Recipes' and take out the book called 'The Joy of Hex'. Return to the cemetery on Scabb Island and use the key to enter the crypt. Match the quotations in the book to those on the coffin lids to work out which coffin Rapp Scallion is in. Open it, look at it and take some ashes. Visit the Voodoo Lady in the swamp and examine the jars on her shelves until you find the one marked 'Ash-2-Life'. Ask her about it and she will use the ashes and the book to make you a batch. Go back to the crypt and use it on the ashes to resurrect Rapp Scallion. Eventually he'll tell you he can't rest in peace because he thinks he left the gas on. Use the key he gives you to enter the Steamin' Weenie Hut on the beach and use the knob to turn off the gas. Go back to the crypt and he'll give you his part of the map.

AFTERWARDS: Go to the library on Phatt Island and open the lighthouse. Take the lens and give it to Wally on Scabb Island to use as a monocle. Show him the map and he will agree to help you after you pick up his love potion from the voodoo lady. Do as he tells you, but while you're in the swamp LeChuck will capture him. Take the bag from the Voodoo Lady and open it to get the love bomb and the matches. On your way out of the swamp you'll see a crate on the shore. Open this and climb inside to be taken to LeChuck's fortress.

PART THREE – LECHUCK'S FORTRESS

You'll climb out of the crate at the entrance to LeChuck's fortress. Walk all the way right until you reach the jail, look at the cell and talk to Wally. Go back to the signs and enter the back tunnel – either direction will do. The next section is a logic puzzle. If you look at the spit-encrusted piece of paper you'll find written on it the lyrics to Guybrush's dream. Ignore the first room and walk straight through. From the second room, look for a stone carving which matches the description given in the first verse of the song. If you find it, push it and then walk through it. You should still be in the maze. If you don't find such a carving, keep walking until you do find it. Next, look for a stone carving which matches the second verse, push it and walk through. Do this for the third and fourth verses and you should find yourself standing in front of a massive door. If at any stage you find yourself back in the room with the signs, you've made a mistake and will have to start the process again from the beginning. Assuming you can make it to the door, ignore the locks and simply open the door. Walk through to the throne room and take the key. You'll be captured and thrown into LeChuck's torture chamber. When the candle starts to burn, use the crazy straw on the green drink to gain the power to spit (about the only thing you can do when you're swinging from the ceiling by your hands!). Spit once at the shield on the right of the screen, once at the pan at the bottom and again at the shield. This should put out the candle, allowing Guybrush and Wally to escape. Use the matches to discover that you're now in a room full of dynamite. The resulting explosion will destroy the fortress and blow you to...

PART FOUR – DINKY ISLAND

You'll land on the beach. You can talk to Herman Toothrob, but don't waste time trying to solve his philosophical riddle as it's irrelevant. Open the boxes and barrels and give the cracker you find to the parrot, who will reveal the first part of the route to the treasure. Make sure you pick up the crowbar, the martini glass and the bottle. Enter the jungle and take the left-hand fork. Walk until you find the bag hanging from the tree. Use the crowbar to break the bottle and use the broken bottle to slash the bag. Take the box of instant cracker mix which falls out and go back to the beach. Fill the martini glass with water from the ocean and use the whisky still to remove the salt. Use this water with the box to make two more crackers. Go back into the jungle and go right this time until you reach the pond. Take the rope off the crate and remove the nails using the crowbar. Open the crate and take the dynamite. Head right two screens until you reach the parrot. Give him a cracker and follow his directions until you meet him again. Give him the final cracker, do as he says and you'll find an enormous 'X' in the ground. This is the resting place of the treasure of Big Whoop. Use the shovel to dig until you hit cement. Use your last match to light the dynamite and throw this in. Enter the hole. Tie the crowbar and the rope together and use them on the twisted pieces of metal above your head to swing across to the treasure chest. The next little section should seem strangely familiar. When you find yourself in the dark, scan the cursor around on the right-hand side of the screen until you find the light switch. Turn it on and prepare for a surprise! After LeChuck has finished posing you'll realise that he cannot actually harm you, just annoy you, and you can get down to the serious business of killing him.

DEFEATING LECHUCK

As in the first section of the game, you'll need to make a voodoo doll to defeat LeChuck. The basic idea is the same – you'll need four objects...

- SOMETHING OF THE DEAD: Walk as far right as you can and enter the room with the two skeletons. The object you need is in the skull of the skeleton on the right. Make sure you take the hypodermic syringe from the drawer and the surgical gloves from the bin.
- SOMETHING OF THE BODY: Simply use your clean white handkerchief on LeChuck and take it back after he has blown his nose on it.
- SOMETHING OF THE HEAD: Enter the room with the boxes and take the helium balloon and the doll. Go to the helium tank in the next room, and blow up the balloon and both surgical gloves. With these you should be light enough to operate the lift. Call the lift, enter it and wait for LeChuck to appear in the doorway. When he does, pull the lever and you should trap his beard in the lift door.
- SOMETHING OF THE THREAD: Enter the room with the grog machine and use the coin return lever. A coin will roll across the floor and LeChuck will stop to look at it when he comes in. When he bends over, quickly pull his underpants(!). Place the skull, the hankie, the beard, the underpants and the doll in the JuJu bag to create a voodoo doll. Wait for LeChuck and stab the doll with the syringe. Chase him and do it again. When you get the chance, rip the leg off the doll.

SENSIBLE SOCCER

RENEGADE AP JULY 1992 – 93%

CHEAT To score off a corner every time kick the ball towards the goalie then when a forward gets hold of it, kick it across the goal mouth and use the after-touch to bend it into the net. The computer never manages to work out what's going on until it's too late. The goalies have been upgraded not to do this in versions 1.1 and beyond, however. Also, in order to play the game in slow motion, start a match and make a substitution. When the player is walking off, press ESCAPE (you will quit the game), begin another match and everything should be going slow, even the timer. To return to normal, make another substitution but allow it to carry through.

THE SETTLERS

IMAGEWORKS
AP MARCH 1994 – 85%

LEVEL CODES

Level one – START
Level two – STATION
Level three – UNITY
Level four – WAVE
Level five – EXPORT
Level six – OPTION
Level seven – RECORD
Level eight – SCALE
Level nine – SIGN
Level ten – RECORD
Level eleven – CHOPPER
Level twelve – GATE
Level thirteen – ISLAND
Level fourteen – LEGION
Level fifteen – PIECE
Level sixteen – RIVAL
Level seventeen – SAVAGE
Level eighteen – XAVIER
Level nineteen – BLADE
Level twenty – BEACON
Level twenty one – PASTURE
Level twenty two – OMNUS
Level twenty three – TRIBUTE
Level twenty four – FOUNTAIN
Level twenty five – CHUDE
Level twenty six – TRAILER
Level twenty seven – CANYON
Level twenty eight – REPRESS
Level twenty nine – YOKI
Level thirty – PASSIVE

PLAYING TIPS

BEGINNERS

- Attack enemy wood supplies (woodcutter, sawmill) to effectively halt his or her expansion and then slowly eat away at their territory.
- Have at least two weaponmakers and three iron foundries for a decent expansion of armed fuel.
- As a rule of thumb, have one mine per building requiring mined supplies, so for the above example of military expansion have five coalmines and three iron mines. This should produce a small surplus for those lean times.
- On higher levels, combat can be tough, so it's probably best to attack with a ratio of between ten and fifteen to one.
- If your settlement is under attack,

attack an enemy settlement directly in line. This will lead to your forces clashing halfway between the two settlements; if you have and good supplies of gold then are certain to wipe many of the enemy before they reach your settlement. As a bonus, you could even take the enemy settlement.

- Try to surround the enemy main castle. This, coupled with the potential of wiping out any of his warehouses, will also halt his expansion.
- As a norm, on the troop allocation table have:

FULL/FULL – Front line
FULL/MEDIUM – Behind Front Line
FULL/MEDIUM – Well behind enemy lines
MINIMUM/MINIMUN – Well out of it

This will prevent the enemy nipping in and attacking when your soldiers have set off yo attack the fow, since on higher levels the enemies wait for you to attack someone, then attack your reduced castles.

- Always have seven to ten in your initial castle to prevent surprise attack.

EXPERIENCED PLAYERS

- The placement of your castle is vital – it must, for starters, be near a range of mountains. You can't hope to win without lots of mines. There are often only a few suitable mining areas. Later on a lot of the fighting will be over who controls the mountains. Now for your building program. The fighting doesn't usually start until most of the land is occupied. You can do this quickly with guardrooms but they don't offer much security and will quickly be over-run by your enemies. Protect important areas with Watch towers or Garrisons if there's room. You'll need at least one of each building early on, except the boat yard and perhaps a pig farm and butcher. Start building military buildings on the edge of your territory straight away. Get your geologists out prospecting and get those mines going as soon as they find anything. The miners need food, the easiest way to get it is to use fishermen, later on you can progress to farms. Next start a couple of woodcutters and stone cutters. For every woodcutter build a forester, or you'll soon run out of trees. The stonecutter will exhaust surface stone after a while, so destroy the building and put up another one or the poor chap has to wander all over the land looking for suitable stone. The sawmill is next, place it near to your castle. You now have all the raw materials for building work. Now get the steel worker, goldsmith, armourer and tool-maker going. You'll start with stocks of raw materials to get them into production without mining anything.
- Put the buildings as close as possible to your castle, along with a military building or two for protection. These are vital buildings, you need weapons and gold to win the fights. Get a corn farm going if your miners look like running out of food. Then either a pig farm and butcher, or a windmill and baker. One butcher can serve several pig farms and one baker and miller several corn farms so you are unlikely to need two of these unless your territory is huge. When your power builds up a second goldsmith and armourer will help you army expand and get tougher. Attack enemy territories carefully, expand too quickly and you are left with large areas dotted with guard rooms and little else, your army will be stretched very thin. Keep the garrisons high and well stocked with gold. It's easy to build more guard rooms, watch towers and garrisons than you have knights to fill them. Leave the warehouse for last, you only really need it when you have a large kingdom and long supply routes. Once raw material production is in full swing, concentrate on gold and weapons and build up your army. To keep your army well trained keep rotating them with knights in the castle, where they train.
- Keep roads straight and build a few short cuts if you can. Avoid building 'red' roads, keep them flat and level and your chaps will get about a lot quicker. If you see piles of raw materials building up at a junction then a bypass is in order. Try and build roads in a grid pattern rather than a star or you'll get traffic problems. Watch your enemy for a weak link, a single iron ore mine or a steel worker in an outlying territory and let loose with a knight or two. Have a look at the flag on the enemy dwelling and make sure your chaps are up to the job, you can lose a lot of low level knights in an attack on a well defended building. A neat and rather mean trick is to attack a building deep inside enemy territory. You'll probably lose it soon enough if your enemy is any good but it can causes lots of destruction. And that's always a good thing.

THE SEVEN GATES OF JAMBALA

THALION BAP

CHEAT On the title screen type 'YICKE YACKE HIHNERKACKE!' using the left SHIFT for the exclamation mark. Now keys 1 – 7 will take you to the levels, F1 – F5 will select weapons and G will give you gold. The other function keys will also perform various actions.

SHADOW DANCER

US GOLD AP JUNE 1991 – 63%

CHEAT Pause, type 'GIVE ME INFINITIES' and press RETURN for infinite weapons and the ability to skip levels with X. Skip levels by holding down all keys from S to H and X to N.

SHADOW WARRIORS

OCEAN BAP

CHEAT During the intro sequence, hold down CTRL, ESC, 5, F2, V, HELP, the right ALT button and open bracket and ENTER on the keypad. Now HELP advances you a level, and Q makes you invincible. Also, in two player mode, play until you have one credit left. On the continue screen with the buzzsaw, hold down 1 and 2 for infinite lives and credits.

SIERRA SOCCER

SIERRA AP JUNE 1994 – 62%

CHEAT If you get to the penalty shoot-out and you are not very good at saving goals, then as the opposing team player is running towards the penalty spot press C, F2 then FIRE. This should cause a white wall to spring up out of the ground in front of him, and his shots will then either miss the goal or fly straight into your arms.

SILKWORM

MASTERTRONIC BAP

CHEAT Hold down HELP and FIRE to start the game. Keys 1 to = will now warp between levels. Also, type 'SCRAP 28' on the options screen for infinite lives. The level warp will now be activated, and F1-F10 will change the game's speed.

SIM CITY

INFOGRAMES BAP

CHEAT At the beginning of each year, set tax to 0%. Change it to 20% in December (or November on high speed). When the requester pops up, set it back 0%. Do this each year and you'll get maximum without the citizens noticing. Also, type 'FUND' for $10,000. If you do it too much you'll get earthquakes, so type several times at the beginning of the game, before you've built anything and you should be able to get at least $2,000,000.

SIMON THE SORCERER

ADVENTURE SOFT AP FEBRUARY 1994 – 69%

COMPLETE SOLUTION

Grab the desk scissors from the desk drawer and the magnet from the fridge door and step outside. Head east to the forge, take the rope and bell clapper from the table, use the rope on the magnet and talk to the dodgy geezer to the east. Swipe the ladder from outside the house to the west and the specimen jar (upstairs) and the cold remedy (from the downstairs' table). Make your way east past the shop to the the pub. Talk to all present, make a grab for the matches on the fruit machine and offer some discrete fashion advice to the sleeping dwarf by way of lopping off his beard with the scissors. Tell the wizards that you'd do anything to be one of them and they'll oblige of you a magic staff. Back outside, west twice, east, south, east and walk past the three stump a couple of times and listen to what the woodworm have to say. Agree to their pleas, go east twice, west thrice, down and west again. At the witch's house, use the handle, take the bucket of water and go east, east, west, west, and then eat. Say Hi to the barbarian and do the man a favour by removing the thorn from his foot, in return for which he will give you a whistle. East, west twice and talk to the owl. Add the feather to your inventory, east, east, northeast and check out the sign. Bid the man in the hole Good Day and go east. With any luck you should now be in the centre of the forest.

Use the stone steps to guide you north until you come across a stone tagged as paper. Pick it up, go east and take a closer look at the stone from in front of the mine. Agree with the woodcutter's request to the east and accept the metal detector with glee. Back at the troll bridge talk to the troll, who will eventually blow your whistle summoning the barbarian who will dispose of him accordingly. Take the placard, go east three times, talk to the oaf, go east to the crossroads, northwest, pick up the beans from the puddle and back at the village, (behind the cottage to be exact), plant the beans in the compost. Take the watermelon northwest of the troll bridge and use it with the sousaphone. Back at the middle of the forest go northeast and then east until you find the swampling's house. Use the specimen jar on the stew and eat the next bowl, and as the swampling leaves grab the rest of the ingredients, exit and walk east three screens. Use the metal detector, the sousaphone on the sleeping giant a screen to the east, and the cold remedy on the dragon in the dragon's cave further to the east. Claiming the fire extinguisher as your own, leave and head northeast. By your footsteps is a small rock. Don't just leave it there, go east into the icy ledges, east two more screens, talk, and agree to help out the tree. Return to the village and go to the blacksmith's. Use the fossil rock on the anvil. The mountains west of the centre of the forest is you next stop, and the dirt by the hole is what you should be interested in. Pick up the ore and get the blacksmith to use it on the anvil, and present the woodcutter with his shiny new axe head. When he leaves, enter the house, take the climbing pin from the table, use the fire extinguisher on the fireplace, move the hook and bag the mahogany and give it to the woodworms (west, east, southeast and east). Make your way southeast of the crossroads, use the clapper on the bell and use the hair to climb up the tower.

Following the small romantic scene, use the woodworm on the floorboards and the ladder on the hole, go down and open up the tomb. Take the loose bandage from behind the mummy and have it away with the staff. Show the wizards the staff back at the bar, venture two screens west from the dodgy geezer and use the repulser on the chocolate door. Enter the house, and pocket the smokebox and hat, and use the smokebox on the beehive to obtain the wax. Go back to the bar and have a word with the barman, ask for a drink and whilst he's distracted use the wax on the beer barrel behind him. Leave the bar, taking the beer barrel with you, go to the centre of the forest, put on the beard and go into the mine. (The password, incidentally, is 'Beer'.) Hand over the barrel to the dwarf with the spear and follow him. Use the feather on the sleeping dwarf and pick up the key. Go up and west into the mine, take the hook hanging over the bridge and open the door with the key. Tell the dwarf inside that you have an offer for him, give him the voucher, and head off for the dragon's cave.

Give the dwarf the barrel, use the feather on the sleeping dwarf and pick up the key. Go up and west into the mine. Smuggle into your possession the hook hanging over the bridge, open the door with the key, inform the dwarf inside that you have an offer for him, and hand over the voucher. Go to the dragons' cave, use the hook with the boulder above, go up and use the magnet-on-a-rope with the hole three times to get the gem. Go back to the dodgy geezer and tell him that you will exchange the gem for twenty gold pieces. Climb the vines downwards northeast of the crossroads and offer Gollum the stew for the fishing rod. Give the shopping list to the shopkeeper back at the village and buy the white spirit and the hammer. Go to the bar and give the gold to the wizards, then visit the talking tree. Use the white spirit on the pink splodge and in thanks the tree will elicit you with some magic words to help you fight the witch. Back at the village, open and climb into the cardboard box which has appeared outside the shop. Leave the box when you are next in control, and move it out of harm's way. Look at the pile of boxes, adding the spell book and rat bone which are uncovered to your inventory. Use the paper with the door, the rat bone with the lock and pick up the paper. Use the key in the lock and open the door.

Pick up the bucket and go down the stairs to bag the mints and flaming bands. Talking to the Druid and remove the ring before re-engaging in conversation and in turn using the bucket and flaming brand on him. Open the Iron Maiden, walk into it and wait. When you are able to pick up the hacksaw from the frog, use it to saw the bars and escape. Open the witch's house door, grab the broom and fight – it is, as you'd probably imagine in these cases – possibly worth saving here. Use the magic words to metamorphosise; ALAKAZAM into a snake, HOCUS POCUS into a cat, ABRACADBRA into a mouse and SAUSAGES into goodnessknowswhat. Upon winning, the witch changes into a dragon – which is your cue to mouse-up a.s.a.p. and scurry through the hole between the chair and the cabinet. Go see the Druid, he'll ask you for some frogsbane, and the place to go for frogsbane, when you want some, is the Swampling's house. Move the box aside, open the trap door, descend, use the hammer on the loose plank, go east and have it away with that frogsbane – the Druid will now exchange this for a potion. Use the climbing pin on the hole northeast then east of the dragons' cave, talk to the snowman then eat the mints. Northeast, east, walk to door, use bloom, drink potion, pick up leaf, look at bucket, pick up stone, go west, pick up seed and return to shore. Use the hair on the tap, stone on the seed and oil on the tap and pick up the hair. Take the boat west and scoop up the tadpole from the water. Talk to the frog, and agree that this tadpole is going to get it. Eat the mushroom, and pick the branch from the tree. Open the door – east twice once through. Use the branch on the desk and abscond downstairs with spear and shield to use the latter with the skull at the top of the screen. Pick it up, along with the chest to the right, move the lever, use chest on block, move lever twice, get candles, go up twice. Take pouch from bed, wand from table, sock from floor and book from right of screen. Use the latter with the sock having previously opened the former. Now use it on the mouse hole, and go upstairs. Pick up the chemicals, douse the shield and place it on the hook. Downstairs, ask the mirror to show you to the lab on the top floor. Talk to the demons (upstairs) three times and then go to the teleport upon their departure.

SKIDZ

GREMLIN BAP

CHEAT Hold down ALT, FIRE and C to toggle unlimited everything, or ALT, FIRE and either L or M for a level warp. These won't both work at the same time.

SKY HIGH STUNTMAN

CODEMASTERS BAP

CHEAT Type (er) 'CHEAT' on the title screen for infinite lives and bullets.

SLEEPWALKER

OCEAN AP MARCH 1993 – 84%

CHEAT On the title screen type 'DINGADINGDANGMYDANGALONGLINGLONG'. Ralph and Lee's noses will turn green, making TAB an energy booster and RETURN a level skipper.

SLY SPY SECRET

AGENT

OCEAN BAP

CHEAT Enter your code as '007' then type 'SHAKEN NOT STIRRED' during play.

SOCCERKID

KRISALIS AP SEPTEMBER 1993 – 88%

PLAYING TIPS

HOW TO BEAT THE BOSSES

- GARETH: Jump over him when he charges and duck at the other side of the screen when he throws the ball.
- PAVERELLI: When he's on his platform stay near his feet and don't try to hit him. As he sings run out from under his feet to one side and this will leave you with only one note to contend with. Jump over it and repeat for his next song. When he comes down hit him two or three times and jump over him. Once you are over, remain as close to him as possible for maximum shelter as he attempts to blow you up.
- GYMNASTY ASSASSIN: When she runs at you, jump over her. When she jumps, duck in the centre.
- SUMO WRESTLER: As he waddles towards you, jump over him and then duck relatively near him as he throws the ball away.
- SCAB: When he flies up, run to the left of the screen then when he comes down, stay in the middle. When he appears to the left, jump over his hand and stay in the middle.

SPACE ACE

INFROGAMES BAP

CHEAT When Borf is attacking you, pause and type 'DODEMODEDEXTER' and press FIRE and RETURN. Unpause and the game'll complete itself.

SPACE HARRIER

ELITE BAP

CHEAT Achieve the second from last high score (or possibly the second from the top) and enter your name as 'RAF'.

SPHERICAL

BAP

CHEAT Type 'BLADERUNNER' on the

high score table and move through the levels with cursor Left/Right. If that didn't work, try it on the title screen and press a number to go to that level.

SPINDIZZY WORLDS

ACTIVISION BAP

CHEAT To access the hidden level designer, load up the game as usual, get to the intro screen featuring a cluster of planets, but instead of pressing FIRE to play, type 'Edit', in other words, with a capital 'E'.

THE SPY WHO LOVED ME

DOMARK BAP

CHEAT Pause and enter 'MISS MONEYPENNY' (or possibly you need to do it on the title screen) for infinite lives. F10 will now level skip.

STARDUST

DAZE AP JANUARY 1994 – 89%

CHEAT To sort of cheat, type 'INTRODUCTION' in as the password, stage one will have been completed for and you will have fourteen lives instead of the usual seven. You will be powered with three-way shot, bouncer and buster. But what's more, if you press the ESC button as if to quit the game and then come back, you can skip levels – even the boss.

STARFLIGHT

ELECTRONIC ARTS AP JULY 1991 – 58%

CHEAT Go to the trade depot and buy fuel. Enter 'Q11111111' when asked for volume to receive lots of dosh.

STARGLIDER

RAINBIRD BAP

CHEAT Start the game and launch. Come to a stop, turn on the fixed sight and pause the game with BACKSPACE. Now type 'JS ARG S' and you'll be invincible, with infinite shields and fuel (although you may have to dock and launch again first). Press P to gain more missiles, or Z to enter the object viewer. In this, press P to pause, < and > to select an object and various other keys (avoiding Q and ESC) and the mouse to manipulate it.

STARGLIDER II

RAINBIRD BAP

CHEAT Pause and type 'WE'RE ON A MISSION FROM GOD', possibly without the apostrophe.

STEG THE SLUG

CODEMASTERS AP JULY 1992 – 79%

LEVEL CODES

Level two – RDNUHCCMGU
Level three – EDOUTIOCKO
Level four – HDPFUVLCCM
Level five – ODQMFUVLIC
Level six – MEBHETPIAG
Level seven – LECGLDTRHK
Level eight – NEDGFLDVRL
Level nine – OEFVHAGHLV
Level ten – PEGTTHIGLD

STORMBALL

MILLENNIUM AP JUNE 1991 – 51%

CHEAT Type 'LET ME WIN' and you'll never guess what happens...

STORMLORD

BAP

CHEAT Type 'DRAGONBRIDGE' on the credit screen to get the message 'YOU CHEATING SWINE'. Now pressing L while paused skips levels. Also, try starting a game and holding down C. Now push right and FIRE at the same time to get infinite lives, although you'll have to do this on each level. The level warp'll be activated as well. And finally, type B during play for unlimited lives. Now you can level warp by pausing and pressing B, or jump higher with an unpaused B.

STORM MASTER

SILMARILS AP MARCH 1992 – 86%

CHEAT To see the winds present on the map, hold down CNTRL and ALT and click mouse on the icon of the winds on the ecclesiast map. To automatically win the game, hold down CNTRL and ALT and click the mouse on the joker at the council of seven.

PLAYING TIPS

The game does not depend upon accumulating maximum wealth, but on growing as quickly as possible. It is, in other words, a race against the clock. You'll probably find it easiest to manage the different ministries represented in the Council Of Seven in the order that they appear in the picture – either start with the Ecclesiast on the right and finish with the Commander of the armies on the left or vice versa. In order not to lose, constant attention must be paid to the condition of the land cultivations. It is not a matter of growing enormous quantities but of always having a minimum cereal production. The Advisor at the bottom right of the Council tells you the minimum consumption required at any one time. If the production of wheat is always greater than this, you'll never have famine problems. Use all your ministers quite often – you'll be glad that you did.

STREETFIGHTER

US GOLD BAP

CHEAT Type in 'STREET CHEAT' during the game or on the title screen, and HELP will now skip you to the next opponent.

STREETFIGHTER 2

US GOLD AP FEBRUARY 1993 – 74%

PLAYING TIP To let two players fight against each other using the same characters you have two options. To play Guile vs Guile, for example, select a two-player game, let player two select his control method, character (ie Guile) and press FIRE first. Then let player one select anybody and lose to Guile. Repeat the process, but with player one selecting a different character, letting player two press his FIRE button first and win. Repeat this so Guile wins four consecutive matches over four characters. Player two should then select Zangief, pressing FIRE first, and player one select Guile. When the match begins you should both be Guile. Alternatively, you can simply pause the game, type '7KIDS', abort and restart in two player mode.

CHEAT And in order to be able to top up your energy (with F10), position your cursor over Blanka on the character selection screen and slowly type 'PATIENCE'.

STRIDER

US GOLD BAP

CHEAT Pause with F9. Hold down Help, LEFT SHIFT and 1. Now 1-5 will level warp while F1-F5 will warp you through the level.

STRIDER 2

US GOLD BAP

CHEAT Type 'SWIFT' during play for infinite lives, although you may have to follow it by pressing left SHIFT and HELP. Now the arrow keys will move you around, SPACE turns you into the robot, T moves you at super speed, S gives a smart bomb and E and D give you more energy. Also, hold down F2 and the letters in the word 'STRIDER'. Now E gives you energy, D gives the droid energy, T gives speed or HELP turns the cheat mode off.

SUBURBAN COMMANDO

ALTERNATIVE AP JANUARY 1994 – 62%

LEVEL CODES

Level two – PIXEDXE
Level three – THOMAS
Level four – POSTMAN PAT

SUPERCARS

GREMLIN BAP

CHEAT Try these names: 'RICH' to give you half a million credits, 'ODIE' to move you to level two with the red car, whilst 'BIGC' or 'BIGL' moves you to level three and 'POOR' to give you five pounds.

SUPERCARS 2

GREMLIN AP MAY 1991 – 73%

CHEAT Use the names 'I WALK THE HILL' for player one and 'INWARDS' for player two to get 99 of every weapon and third grade in all add-ons. You'll also automatically qualify. If that didn't work, try 'WONDERLAND' and 'THE SEER' instead.

SUPERFROG

TEAM 17 AP JUNE 1993 – 78%

CHEAT For invincibility, hold down the right mouse button. Frog-face will flash, and cheat will be active. Also, whilst on the gamble bonus game, push right and it will slow down.

SUPER HANG-ON

OCEAN BAP

CHEAT Enter '750J' (could be '75OJ') into the high score table and then hold down the following keys when you get to the title screen: CTRL, LEFT ALT, T and Z. Hold these until the cheat screen appears. You can now change the values of various parameters using the numeric keypad. For example, using lower inner and outer coefficients gives your bike better road holding. To use the sub-machine gun, hold down the left AMIGA key. Also, enter 'YH50' (or 'YH5O)' as a high score to speed up your bike.

SUPREMACY

VIRGIN BAP

PLAY TIP If you scrap a solar satellite on a planet with fuel reserves, you'll get another 30,000 tonnes.

SWIBBLE DIBBLE

NOT REVIEWED

LEVEL CODES

Level five – ENZOFERRARI
Level ten – PITBUL
Level fifteen – GUNS N ROSES
Level twenty – BATMAN RULEZ
Level twenty five – METAL CHURCH
Level thirty – GUMMIBAERLI
Level thirty five – TESCHNO BIET
Level forty – SOLIUS
Level forty five – EICHBAUMPILS
Level fifty – GAMEBOYSUCK
Level fifty five – HALLO LITO
Level sixty – ANJAMOUS
Level sixty five – ODIN HOL IHN
Level seventy – SPERMINATOR
Level seventy five – TACH NANA
Level eighty – YOU SEXY MF

SWIBBLE DIBBLE 2

NOT REVIEWED

CHEAT When you reach the purple dragon, type 'DIE' and he will drop a purple key. Take this to Marvo and he will give you a cheat mode in return. Also, try typing 'BLOOD' (this makes Mortal Kombat-style blood fly out of your enemies), 'SUN' (this makes the sun wink at you) or 'WHAT A CROC' (which makes Dibble shout abuse whenever you do anything particularly crappy).

SWITCHBLADE

US GOLD BAP

CHEAT Type 'POOKY' into the high score table and hold down a number from one to five. Keep it held down and click your way into a new game. You'll have chosen one of five different starting points. Also, on the title screen, hold down a number along with FIRE to start on that level.

SWITCHBLADE 2

GREMLIN AP NOVEMBER 1992 – 90%

CHEAT On the title screen, type in 'LEVEL', followed by the number between one and six of the desired starting level. And holding down the fire button before turning on the Amiga, and continuing to hold it until the game has started might do something too. And to access an entirely new secret game, called Chrome, type 'CHROME' on the title screen.

SWIV

STORM AP NOVEMBER 1992 – 92%

CHEAT Pause the game, put Caps Lock on, type 'NCC-1701' or 'NCC 1701', turn off Caps Lock and unpause. Also, after defeating a goose-necked helicopter, shoot one of the tokens it leaves behind 32 times (no more, no less) for it to turn into a Super Star giving megapowered six-way fire. Don't shoot it again before you collect it, or it'll disappear.

SYNDICATE

ELECTRONIC ARTS AP AUGUST 1993 – 91%

CHEAT At the menu screen, go to Configure Company and change the company name to 'ROB A BANK'. This will give you $100 billion to be going on with. Also, try changing the company name to 'WATCH THE CLOCK' and watch the days go whizzing by as you rake in your taxes. Changing your name to NUK THEM will bring back your dead Borgs to life, or COOPER TEAM for the ultimate team. And don't forget that you can mix and match the cheats too.

PLAYING TIPS

- Before each mission start research into the Support Weapons and push the cash limit to the top. Until they run out, this will gain you an extra piece of equipment per mission, such as the flame thrower on the first.
- Weapons dropped by other Syndicate agents contain very little ammo, those dropped by police or guards are fully loaded. Pick up only valuable weapons on later missions because money may become short.
- Always carry at least one Medi-Kit per agent and one Persuadertron in the group. Persuade as many enemy agents as possible until you have enough money to equip a team with Version 3 Modifications. Proceeding this, go on a major recruitment drive for new agents. Persuaded people will pick up weapons if led over a dead body that carries a weapon. If one of your group members is on fire, use the Medi-Kit on him pronto.
- Do not use adrenalin if an agent is carrying a Mini-Gun or similar heavy weapon on an agent with less than V2 arms and legs.
- If you are short of cash, raise the tax in every country by 100% then do not start any missions until the cash available goes up.

MISSIONS

- ASSASSINATION MISSIONS: In later missions equip at least one agent in the squad with a Laser as these are far more accurate than the Long Range Rifle. Deploy at least two squad members if possible. If the target is hidden, a Gauss Gun would be advisable, fired from visual range so not to hit the wrong target.
- SWEEPS/SABOTAGE/ASSAULT/ RECONNAISSANCE MISSIONS: Invest in a Flame Thrower (for close range ambushes) for every member of the party. At least three Mini-Guns and a Medi-Kit should be issued per agent along with, if funds and development permit, a Gauss gun for three (handy when faced with a large cluster of enemy agents) and a Persuadatron for the fourth. If it is possible to hide round the corner of a building, always ensure the team is visible to you. Use the radar to check the whereabouts of the enemies. Any who come round the corners can be toasted with a Flamer or two. Mini-Guns or UZIs should be suitable for the rest.
- PROTECT/ESCORT MISSIONS: Stay well away from the person you are trying to protect to ensure they are save from and stray bullets. Also do not use the Persuadatron on them or the mission will become uncompletable. In missions where you have to rendezvous, first take out all the enemy agents in the area.
- RAID AND RESCUE: There is only one Raid and Rescue mission, basically a combat sweep but note that some people should be persuaded instead of fired at.
- PERSUASION MISSIONS: Deploy three members, four in the later missions. Try to lure any agents/guards into a position away from the mission's target before shooting them. Think about ambush tactics.
- EQUIPMENT ACQUISITION MISSIONS: Similar to the combat sweep but ensure one agent has at least one free space in their inventory. If the R&D department have already constructed the weapon, you will be able to sell the one you pick up back to them. Weapons picked up during the course of the mission can also be utilize if it is necessary to fight back to the pick-up point.
- THE ATLANTIC ACCELERATOR MISSION: Arm your team as follows: MEMBER ONE – Two Time Bombs, one Medi-Kit, one Mini-Gun, two Gauss Guns, and two Force-field Generators. MEMBERS TWO TO FOUR – two Medi-Kits, five Mini-Guns, one Gauss Gun and one Force-field Generator. All members should be equipped with V3 modifications. Effectively you will be using only the one agent for this mission, the others providing some sort of fallback if Agent 1 accidentally pops it. Turn on all your forcefields. Send Agent 1 Northwest then Southwest to the first eastern walkway. Wait until he is joined by an enemy and when all firing ceases, de-activate all the forcefields, but remain still. The enemies will congregate, when you are sure (using the radar) that no more are coming drop a time bomb to kill all the baddies, activating the agent 1's forcefield after 40 seconds to minimise his damage. Re-group at Agent 1's position. Northwest to the second walkway, Northeast to the building and terminate the police. Give Agent 1 one of the Mini-Guns dropped and re-congregate outside. Send Agent 1 only Northwest onto the second platform, Manoeuvre around the building, proceed Northwest until a sheltered area leading to a walkway is reached. Ensure your Forcefield is active, and as before wait until all the agents are on the same spot as Agent 1 and drop the time bomb when no more a are incoming. Take out the three guard towers using Gauss guns and Mini-guns. After this proceed to the remaining bomb site, follow the walkway round to the far Northeast building on the right Terminate the enemy shown by the radar to be in the building. He should be the last enemy (hooray!), unless there are any strays to the Southwest who shouldn't be too hard to find.

RESEARCH

The cost of research is proportional to time. So, by funding a research project at the start of the mission, commencing play, wandering around (or remaining stationary) in relative safety for a time and Escaping back to the Statistics screen, although you will be told you have withdrawn from the mission, research will be complete. Stocks of every weapon and body part can be built up this way. Modify eyes, chest, arms, brain, legs and heart in order for body refinements; heavy, assault and miscellaneous in order for weapons.

MOVEMENT

Group mode can be devastating if under attack, hence the Scatter option. Once you have got the hang of it, you may like to try a more complex method.

- The 'Skirmish Line': Line your enemies side by side (to cover the width of the screen) and move forwards. The line can concentrate its firepower on one spot if an enemy is engaged. The line should also be sufficiently wide to negate practically all enemy cover. It will also attack from multiple directions.
- The 'Drag' formation: One well armoured or energy shielded agent leads, two others act as flankers, the third blocks behind and to the side whilst the fourth supports with a Mini, Long Range, Laser or Gauss gun. The leader will reveal the whereabouts of any enemies, and if the flank agents cannot deal with them, open up with the support agents. You can not be harmed by your own bullets, except with the explosion from the Gauss gun.

NEW AGENTS

If an agent need be replaced, an enemy agent may be Persuaded in safety by placing all agents against the wall of a building with a solid wall facing out of the screen, increasing the adrenalin level of the agent with the Persuadatron and hiding in a blind corner when the enemy approaches. Rebellion is likely to occur in earlier missions if taxes are raised. You'll have to repeat mission, but it will give you a chance to gain new agents. The enemy will have inferior weaponry, so provided you have chest protection and modifications you can walk straight up to them.

KILLING

- ANY GUARD IN THE OPEN: Wait well out of range, and use the Long Range Rifle.
- GUARDS IN THE OPEN BUT NOT FAR ENOUGH AWAY: If possible, use a car. In not, split the squad and attack from opposing directions, and when the agents are in close, switch to Group mode and move in, shooting as you go.
- GUARDS BEHIND CLOSED DOORS: Use high Intelligence and Perception but low Adrenaline, and select shot guns. Attacking from both sides, get right and burst in. If the guards are too far back then you'll need a different weapon.

TACTICS

Commandeer a car by shooting at it, and drive over as many enemies as possible until the car explodes. Use energy shields when there are more than one squad of enemy agents. Head towards one group and the other should mow them down for you. To pick off lone enemies, place one man at the top of the stairs, three facing different directions at the edge and the rest on the roof. You will have a clear shot of the enemy but his shot is greatly impaired. Entice enemies around corners, then toast them with your Flamethrower. Waiting behind doors with a Flamethrower bar-b-queuing agents as they open the door is even more malicious.

Stash your weapons when moving around a city that has an active police force – this may require you to lower their intelligence to stop them getting their guns out whenever they are startled. Run up to enemy agents with a Shotgun and Perception – three good belly shots should leave them lying on the floor in a pool of blood. Blow up vehicles when there are a lot of enemy agents nearby to kill them in the blast.

WORLD DOMINATION?

From the UK head to Russia and cross over to the top half of North America. Go down from Russia to Australia, proceed from the top of Africa downwards and finally work your way south through America, saving the Atlantic Accelerator for last.

TEARAWAY THOMAS

GLOBAL SOFTWARE AP FEBRUARY 1993 – 79%

CHEAT To stop the timer type 'TIMEFLIESLIKEABANANA' at any time. There is also a secret level on level one point three. Climb up to the ninth branch of the tree with the birds on it and run off the end to be whisked off to a room full of diamonds.

TEENAGE MUTANT HERO TURTLES

IMAGEWORKS BAP

CHEAT Type in '8859' and '1506' before entering the correct security code. Now HELP will give you infinite energy.

TERMINATOR 2

OCEAN BAP

CHEAT Pause the game, press the F1 to F10 keys in succession, press FIRE and then ESCAPE to skip levels. –

TEST DRIVE 2

ACCOLADE BAP

CHEAT Type 'BRULE' on level two and the road signs will change. Type 'GAS' to transport you to the nearest station. Type 'AERTH' or 'AERF' for better acceleration. And, for the hell of it, why not try typing 'OUTRAN' as well.

THEATRE OF DEATH

PSYGNOSIS AP NOVEMBER 1993 – 61%

PLAY TIP Always grab as many helicopters as possible on a mission. Use them one at a time to fly at any kind of enemy and by using machine guns, remain still, take aim and let rip with a burst of fire just strong enough to destroy the baddy on the receiving end. You will then be able to fly straight into the next one and repeat the procedure. Try to also hold a helicopter back for near the end of the mission and use it to fly around the map picking off scattered enemy stragglers.

THE THREE STOOGES

MIRROR IMAGE BAP

CHEAT To really slow down the hand which selects the scenes, do the slapping game and pull Curly's ear until the time runs out.

THUNDERHAWK

EMPIRE AP FEBRUARY 1992 – 85%.

PLAYING TIPS

- Fly low between forty and a hundred feet to keep yourself below most of the early warning radars. Select Auto Weapons for most missions, replacing FFARS with AGM214 Firestorms, and using 122L Smarm missiles if you have any missions that require the taking out of enemy early warning radar; point your chopper in the general direction of the target and raise the nose up slightly before you fire and you don't even have to get within sight of the target to hit it. Listen out for the missile warning. As soon as you hear it, check the threat display to see what type of missile has been fired. Normally it will be an infra-red missile, so launch a flare decoy and also turn away from the missile if it's in front of you. Missiles fly in a straight line and will fly through anything to get to their target, including you! The same technique goes for radar guided missiles, use chaffs to decoy them. Activate the infra-red jamming system to stop most of the ground-based infra-red missiles (although it won't stop the air-launched ones). The same rules apply for radar jamming, but be warned that the constant use of jammers makes you a better target to air and ground units, so use them sparingly.
- Try to use the terrain – the enemy can't fly through hills, but watch out for them yourself. Enemy fighters can be a bit of a pain, especially the SU-25 Frogfoot. This has a nasty habit of flying very low and firing loads of missiles in your direction. Use your chaff and flares until he runs out – he will then switch to cannon, and you can get him with AIM-11 missiles. (If you only have AIM-10 Cobras then it will take two, and they van be flared away.) MiG-29 Fulcrums fly higher and faster than the SU-25s, but they have fewer missiles – the same techniques apply to the MiG-29 as to the SU-25, but try to get a missile lock when the fighter turns to face you head-on. (Don't waste missiles when they have passed you, as they can outrun them.)
- ENEMY CHOPPERS: Both the KA-136 Hokum and the MIL-24 Hind will attack. The Hind is the most common – it is armed with missiles and cannon, but isn't very good at dodging missiles, but the Hokum can out-turn you and out-climb you.
- GROUND UNITS: Despatched with AGM-214 Hellfires or FFARs.
- BOMBING: Always hit the target dead centre, otherwise you will miss. If you use MK81 bombs, fly at 250 feet. Any lower and the blast will cause you damage. If you use MK82 bombs, the same applies, except you'll have to fly at over 500 feet.

THUNDERJAWS

DOMARK AP DECEMBER 1991 – 17%

CHEAT Press and hold down the left-hand mouse button during play, press the S key and the right-hand mouse button will be activated as a level skipper.

TIME MACHINE

ACTIVISION BAP

CHEAT Type in 'DIZZY' on the high score table and you can level skip with the number keys. Also, A and S select a particular screen.

TITANIC BLINKY

ZEPPELIN AP DECEMBER 1991 – 66%

COMPLETE SOLUTION

Collect all the musical notes, then head for the chimneys, stand on the plate about a quarter of the way up and a tune will play. Go to the left of the chimneys, drop down, go through the hole in the wall, avoid the disappearing parts of the floor and collect the goggles, Y-shaped stick and oxygen tank. Make your way back to the entrance and jump off the left of the ship. On the way down you must look out for bits of the key needed to get through the airlock on the Titanic. (If you look at the bottom of the screen you will see a steel door with a fish outside it – every time you collect a piece of the key, a section of the door will disappear.) Once all of the combination pieces have been collected, locate the anchor and head up. When you get to the top, the airlock will open and you will be let in. Drop to the next screen, enter the transporter room and you will be faced with four red and eight blue circles. You must arrange them so that they bounce around and hit one of the four machines that you are standing on. The machine colours are (from left to right): red, blue, yellow and green. Red turns you into an egg, blue transforms you into Super Blinky and teleports you to a separate part of the ship where retrieving two blue-tipped things and a bouncing insect repeller is the name of the game (exit by jumping on the telephone box on the extreme left), yellow takes you to Hakensack (so go there last) and green turns you into a piece of cake and another part of the ship where you must find one blue-tipped thing and a bouncy green ball.

TITUS THE FOX

TITUS AP APRIL 1992 – 88%

LEVEL CODES

Level one (On The Foxy Trail) – 2625
Level two (Looking For Clues) – 8455
Level three (Road Works Ahead) – 2974
Level four (Going Underground) – 4916
Level five (Flaming Catacombs) – 1933
Level six (Coming To Town) – 0738
Level seven (Foxy's Den) – 2237
Level eight (Road To Marrakesh) – 5648
Level nine (Home Of The Pharaohs) – 6390
Level ten (Desert Experience) – 8612
Level eleven (Walls Of Sand) – 4187
Level twelve (A Beacon Of Hope) – 1350
Level thirteen (A Pipe Dream) – 9813
Level fourteen (Going Home) – 5052
Level fifteen (Just Married) – 3360
Level sixteen (Final Level) – 2045

TOKI

OCEAN AP JULY 1991 – 87%

CHEAT Press R. This turns the playing screen upside down, activating the function keys as level skippers. Press N to get the screen the right way round again. Also if you type 'KILLER' while playing, F1 – F8 will level warp. (Maybe.) Also try pressing ESCAPE on the intro screen and typing 'POORTOKI'. Or starting a game, and pressing ESCAPE once the map has passed to level warp. Or typing 'TOKIBUNGIEWASHER' on the title screen. Playing with autofire on also kills a vast majority of the baddies before they even have a chance to appear on screen, if you hadn't already worked that one out.

TOP SECRET

AP17COVERDISK

CHEAT Pressing F10 takes you to the next level whilst entering your name as 'MOOG' on the high score table makes you invulnerable to collisions with baddies.

TORVAK THE WARRIOR

CORE DESIGN BAP

CHEAT Type 'CHEAT' followed by as many full stops as fit into the high score table, and you can level warp by holding down FIRE and a number between one and five.

TOTAL ECLIPSE

INCENTIVE BAP

CHEAT Hold down FIRE and alphanumeric 1 and 9 to see the fireworks.

TOTAL RECALL

OCEAN BAP

CHEAT Type 'LISTENTOTHE WHALES' on the loading screen for infinite lives, or 'JIMMYHENDRIX' on the Johnnycab section for infinite energy.

TOYOTA CELICA RALLY

GREMLIN BAP

CHEAT When told to start your engine, press CTRL and C to freeze the clock. If you crash, immediately enter and exit the options screen with the HELP key followed by FIRE and you won't suffer a time penalty.

TRANSARCTICA

SILMARILS AP MARCH 1993 – 64%

COMPLETE SOLUTION

Firstly, turn off the train combat. Let the computer calculate the results. If you have plenty of soldiers then don't worry! You will win most of the time. If you have cannon and machine gun cars, spread them evenly through the train, which should take care of any trains heading in your general direction. Stay in supply! This is very important. Buy one or two additional tenders to store all your coal. Now buy (or pilfer from another train) some X.L. merchandise cars and you're in business. Start by transporting some wood from Helsinki to Amsterdam. If you've made some profit, buy a crane and some tank cars, and ship alcohol from Amsterdam to Copenhagen. Buy some prison cars (preferably X.L.'s) and go to Louxor and pick up some slaves. When a mine opens, get there. Anthracite mines have priority over lignite mines (you can always trade for lignites) and get as much as possible. Now go to Turin – slightly north of which is a seemingly dead-end. Drive down the track, and locate the special location at the end. Note the number you are given, and head for Rum, Northeast of London. You'll need to buy a bridge, buy the Drill and place it front before making for the special location below Taoudeni (near the starting point). Throughout the game it is imperative that you continue to trade. No trade equals no money. No money equals no cars. No cars equals no train. And no train and you lose.

At Baku (93.43) purchase a harpoon and stick it down in front of the drill. Drive onto the bridge north of the Leeds Station workshop and the monster will be killed, before entering the workshop and snaffling the harpoon and driving back over the bridge you just cleared, onto the next bend and setting all the switches for the dead end on the next side. Do Not Proceed! The rail road ahead is mined. Make sure that you have rails and at least five line inspection cars to send out in front. As soon as the track blows, head off to repair the thing, and send out another line inspection car. Repeat this procedure until you reach the (invisible) station at the dead end near Turin, and you will be rewarded with a Geiger counter. Go to Spies, and put out a spy at every tunnel entrance. Put the reminder above Kiev. As soon as one of your spies finds a building, have him blow his dynamite. You will now get a message that the passage to the Gycode is clear. Go to Omsk, buy an additional boiler, and head off for Delhi making sure you have an awesome combat train.

TRODDLERS

STORM AP OCTOBER 1992 – 89%

LEVEL CODES

Level one – PREMIER
Level two – BUILDIT
Level three – NOSWEAT
Level four – PYRAMID
Level five – CLEAROUT
Level six – SPHINX
Level seven – QUARET
Level eight – CENTRIN
Level nine – REDGEMS
Level ten – CROSSED
Level eleven – SKIPAROUND
Level twelve – PACKEDUP
Level thirteen – PILLARS
Level fourteen – BZZZZZ
Level fifteen – FIVEROWS
Level sixteen – TIGHTTIME
Level seventeen – EASYONE
Level eighteen – TWOTRIBES
Level nineteen – DONTMIX
Level twenty – HELPEMOUT
Level twenty one – MEANONES
Level twenty two – NOPROBLEMS
Level twenty three – TREASURES
Level twenty four – STOREROOM
Level twenty five – UPANDDOWN
Level twenty six – TECHNO
Level twenty seven – ONEONONE
Level twenty eight – SIXROOMS
Level twenty nine – THETOWER
Level thirty – GOFORHEART
Level thirty one – NEWTHING
Level thirty two – BOULERO
Level thirty three – CRUELWORLD
Level thirty four – CRUELCUBES
Level thirty five – SLIPNSLIDE
Level thirty six – KEYX
Level thirty seven – GOLDCROSS
Level thirty eight – STONEM
Level thirty nine – HARDROUND
Level forty – FIRSTGUNS
Level forty one – CROSSFIRE
Level forty two – RUNFORIT
Level forty three – NORULES
Level forty four – NOFARWALL
Level forty five – RUNAROUND
Level forty six – BADBIRD
Level forty seven – COVERTHEM
Level forty eight – SAVEBLOCKS
Level forty nine – GLAMOUR
Level fifty – HACKBACK
Level fifty one – ALOTTODO
Level fifty two – UPSIDEOUT
Level fifty three – DROPEMIN
Level fifty four – POSSIBLE
Level fifty five – CLOSEUP
Level fifty six – FOOLSRUN
Level fifty seven – JEWELPUSH
Level fifty eight – GUIDETRY
Level fifty nine – WOTAWSGO
Level sixty – LOOSEM
Level sixty one – YOU0RSOR
Level sixty two – SACRIFICE
Level sixty three – BOOMPARADE
Level sixty four – WAITFORIT
Level sixty five – ROCKBLAST
Level sixty six – NOWASTEALL
Level sixty seven – FROMABOVE
Level sixty eight – SMASHHITS
Level sixty nine – CRUSHRUSH
Level seventy – FIRSTFIRE
Level seventy one – BURNOUT
Level seventy two – RUMBLEHOT
Level seventy three – COCKTAIL
Level seventy four – BUGGINHARD
Level seventy five – MOREFUN
Level seventy six – SPINAROUND
Level seventy seven – LETITOUT
Level seventy eight – ALLABOUT
Level seventy nine – BOUNCEIT
Level eighty – RAINDROPS
Level eighty one – FIREANDICE
Level eighty two – SLOWBURN
Level eighty three – STALLEM
Level eighty four – BADBOMBS
Level eighty five – SOLOMAN
Level eighty six – HELLSDITCH
Level eighty seven – FIRSTFIRST
Level eighty eight – GOODLUCK
Level eighty nine – TIMEHUNTER
Level ninety – NODELAY
Level ninety one – NOPULLPLUG
Level ninety two – GUNZONE
Level ninety three – BELTZENRUN
Level ninety four – BRIDGEMIN
Level ninety five – FALLOUT
Level ninety six – COLOURUN
Level ninety seven – AUTOFIRE
Level ninety eight – SWEATHEART
Level ninety nine – HEAVYDUTY
Level one hundred – TWEAKY

TROLLS

FLAIR AP JANUARY 1993 – 83%

CHEAT In order to be able to skip levels, get to the Soda Pop level, then when your are told 'GET READY', push UP on the joystick, press FIRE and hold K. You will now be able to skip levels by pressing ESCAPE.

TURBO OUTRUN

US GOLD BAP

CHEAT Type 'WEARPEEPEL' during the selection countdown. Now T gives time, B restarts the level, N skips, D gives more turbos, F finishes the game, and 1 – 9 level warps.

TURRICAN

RAINBOW ARTS BAP

CHEAT Type 'BLUESMOBIL' into the high score table for 99 lives and similarly silly amounts of weapons.

TURRICAN 2

RAINBOW ARTS BAP

CHEAT For invincibility, from the title screen press HELP, 1, 4, 2 and ESCAPE twice. You won't be able to get any score though. To make short work of an enemy guardian, don't forget you can pull down and push FIRE and SPACE at the same time to turn into a super-powered version of the spinner. It'll fly madly around the screen, laying mines in mid-air and shooting off maximum size laser blasts and full fan fire at the same time. It's damn impressive, but only works once per life.

UNDER PRESSURE

BAP

CHEAT Type 'GRYMALKIN' at any time to level skip with F1 and obtain the weapons with keys 1 – 9.

UNREAL

UBISOFT BAP

CHEAT On the screen where the spheres form the dragon, type 'ORDILOGICUS' for infinite lives during the 2D section, invulnerability in the 3D section and level warp with RETURN or F10.

UNTOUCHABLES

OCEAN BAP

CHEAT On the title screen type 'SOUTHAMPTONGAZETTE'. Press F10 go to the next level, or HELP (on levels two, three and six) to go halfway. Alternatively, pause the game and type in one of the following codes (depending on which level you're on) to go to the next level

Level one – BRIDGE ROLLS
Level two – MAC N ALLEY
Level three – KID ZAPPING
Level four – A NIT IN TIME

VAXINE

US GOLD BAP

CHEAT Type 'WILDEBEESTE' during the game for F1 or F4 to advance a level, F2 to regress a level, B to advance ten levels and F10 to gain a bonus when skipping levels.

VENOM WING

THALAMUS BAP

CHEAT When the scrolly 'THALAMUS' logo appears, type 'IDJ' and you'll have infinite lives.

VENUS FLY TRAP

GREMLIN BAP

CHEAT On the credits page, press SPACE and type in one of the following codes:

MARS – all the weapons;
MERCURY – continuous flight;
PLUTO – infinite ammo;
JUPITER – infinite time;
SATURN – all the weapons;
FREEPLAY – infinite credits;

And 'SUN' might do something as well.

VIGILANTE

US GOLD BAP

CHEAT Type 'GREEN CRYSTAL' into the high score table. F1 now gives extra lives, and F3 skips levels.

VIRUS

FIREBIRD BAP

CHEAT Hold down ENTER and pause the game. Keeping ENTER held down, unpause it again. Now press C to toggle FX on and off, L to add a missile, F to refuel, D to toggle the demo and N to toggle the cheat.

VIZ

VIRGIN AP MAY 1991 – 58%

CHEAT On the character selection screen, type 'WHAT A LARGE SET OF B******S' and press RETURN. If that doesn't work, try 'WHAT A GREAT LOAD OF B******S' instead. Yes, it certainly is…

VOYAGER

OCEAN BAP

CHEAT On the main options screen, type 'WHEN THE SWEET SHOWERS OF APRIL FALL' and a cheat option will appear. When the cheat mode is active, if you press the ENTER key on the main option screen you'll activate some extra functions:

SHIFT, HELP & DELETE – cycle through objects
CURSOR KEYS – rotate object
7 and 4 – zoom in and out
F2 and F1 – forward/back a level
F3 and F8 – give game position and cycle through languages
F9 and F10 – give data on object and frame rate.

WAR IN THE GULF

EMPIRE

AP SEPTEMBER 1993 – 85%

COMPLETE SOLUTION

FAILAKA ISLAND

- MISSION ONE: Although you're supposed to first work out where the convoy's going and where it's come from, you can make life easier by looking on this map and then wading in and killing everything that moves. It's best to split two units off down the main road towards Az Zor, and send the other two across country to Saad Wa Saeed. As you're moving up, you'll see a convoy heading out of Az Zor at speeds that blatantly flaunting Kuwaiti traffic laws. The important thing is to destroy the warehouse to the northwest of the village. Once you've done that, deploy your forces to the south to block any enemy units that try to return. When your other unit reaches Saad Wa Saeed, hide in the tree line. You should be able see which warehouse the convoy turns into, but if you don't, it's the second warehouse from the south.
- MISSION TWO: The main problem here is that you're not allowed to damage any of the ancient buildings at Ikaros – if you destroy even a single building then you've lost. If you sneak up through the trees and fire on the occupying forces using TOW missiles, it's possible to rout them without even getting shot at, but it's a bad idea to occupy it as it's bound to get wasted in the crossfire. Instead, you should ring your forces round the edges of the forests and ambush them as they speed across the plains. While you're waiting for this counter-attack, use one of your M1 units to search for the missile site and destroy it.
- MISSION THREE: To clear the road, send three units to concealed positions next to the three road blocks and then launch simultaneous attacks on all of them. Next, move two units south to defend the convoy – one unit east of the village and one to the northwest should provide enough cover. This leaves you two units free to attack the airfield, although you can get away with using only one; if you do, leave the fourth unit in the middle of the map to act as a reserve unit for either the convoy defence or the airfield attack. Place the attacking forces in forest cover near the air strip and blast all the choppers as quickly as possible, as you'll also have another counter-attack to contend with.

BUBIYAN ISLAND

- MISSION ONE: Get over the bridge and blow everyone away. Wait for attacks from the south, leave two units in cover defending the bridge, and send the other two in to attack the police post. Use the forest as cover to end up close to the west.
- MISSION TWO: If you try and escort the convoy you'll end up accidentally shooting at yourself, so form a static barrier on the eastern edge of the minefield. This way, the convoys are safely behind you, and anything that comes into view will be a legitimate target.Keep a watchful eye on the convoy's position to predict where the next attack will come from.
- MISSION THREE: Send in a unit straight away, scout around and destroy the two tanks that are hiding inside buildings. These are placed at random, but if you cruise around the battlefield, you'll notice that each wood has a building to the south of it. Switch to infra-red and the tanks will show up even through the buildings. Keep to the edges of the battlefield to keep clashes to a minimum and blow up all the radar towers, satellite dishes and comm towers. And make sure that you reach the rendezvous point (east of the most southerly forest) in time.

WARZONE

CORE AP JUNE 1991 – 65%

CHEAT On the title screen, press F1, F2 and F3 in order for infinite lives. There's also a one-up hidden in the sea at the beginning of level one.

WEIRD DREAMS

RAINBIRD BAP

CHEAT In the hallway, when halfway through a mirror, tap out an SOS on the HELP key. (And if you don't know SOS in morse code...)

WILLY IN THE CASTLE OF DREAMS

AP15 COVERDISK

LEVEL CODES

Level two – LUB
Level three – RIFF
Level four – RUIT
Level five – YZZY
Level six – LUSH
Level seven – IFI
Level eight – LASH
Level nine – ENON
Level ten – JOHN
Level eleven – LENIN
Level twelve – TURBO
Level thirteen – BOOZE
Level fourteen – ZEFF
Level fifteen – OMEGA
Level sixteen – TBEAR
Level seventeen – AHB
Level eighteen – SHARK
Level nineteen – PUMPY
Level twenty – DROBB
Level twenty one – KIMMY

WINGS OF FURY

BRODERBUND BAP

CHEAT Type 'COLIN WAS HERE' to activate a cheat mode where P gives you lives, M gives you 99 ammo for the current weapon, D gives immunity, C changes weapon and F refuels.

WIZBALL

OCEAN BAP

CHEAT Pause the game and type 'RAINBOW', followed by C to fill the pot, S to skip a level or T to complete the game. You may (or may not) have to type 'RAINBOW' each time.

WIZKID

OCEAN AP JULY 1992 – 91%

CHEAT Go to the shop with either all five stars or the balloon and over a hundred quid in your pocket and buy another star. You'll receive another hundred pounds, and the process can be repeated as many times as you like, but the cash won't count towards your score at the end of the level, though.

PLAYING TIPS

- Hit bricks lining the edges of the screen to bounce them across taking out anything that that gets in their path.
- When you have the red nose, just balance the tiles on your head and wait to be run into.
- If you want to return to the shop when in Body mode, hold DOWN until the balloon arrives.
- You will automatically complete a stage if you fail it enough times.

THE SECRET ROOMS

In the Gents' on Round One there is a bubblegum machine. Put your token in, get to blank space in the room with two doors, press FIRE and you will go through a secret door. Go through into the Gents' and on the left of the screen it should say 'SECRET ROOM'. From here, go through the combination of Gents' (L) and Ladies' (R) doors as below. The first G door each time is the one with the exit beside it, you return to the exit every nine doors, and don't be surprised if you can't use Body Mode properly.

LEVEL CODES

SOUND TESTS – RRLLRR
SECRET GAME – LRRLLLRR
CONTINUE – LLLLRR
ROUND TWO – RLLLR
ROUND THREE – LRRLL
ROUND FOUR – LLRLR
ROUND FIVE – RRRRLL
ROUND SIX – RRLLLR
ROUND SEVEN – RLLRLL
ROUND EIGHT – LRLRLR

COMPLETE SOLUTION

ROUND ONE

Buy everything from the shop (there's no crossword screen). Go down the well, get the spiked cola from the Ladies' and enter the Gents'. Use the second urinal from the left, exit and don't delay in jumping back into the bucket. Back at the surface, ring the bell, use the newspaper on the dogs' toilet and head in. You'll notice that there is a specific position on the top platform where the door and panel both open – drop the kilogramme weight from the bottom of the screen here. Drop the nine kilo weight on top, headbutt the skylight to the top right, press the button, open the skylight completely and run off the edge onto the donkey. Press FIRE to use the carrot-on-a-stick, use the oxygum machine, grab the kitten and dive into the water.

ROUND TWO

By now you should have the blue diamond and spiked cola. Get the fishbone key from the shop, then wearing the red specs, jump around on the top three shields until you come across a door. Use the fishbone key to open it up, and grab the second kitten.

ROUND THREE

Get hit once or three times so that you have an even number of stars, and you will be immune from the lava. Buy the red specs, go through the door to the left, grab the diamond, take the 'A' from the lava (it's an extra ship for Wizaroids), jump on the television to the right for an extra life and finish the round in Head mode for the third kitten.

ROUND FOUR

Play 'Crossword' for as much extra cash as you can manage. You'll need the flying scarf and the bon-bon; use the former on the aircraft, but don't bother trying to skip to round six from here. With extreme care collect the cross from the spire, then fly off the bottom of the screen to land. Stand on the tree and press FIRE. Don't leave until you have the cross, spade, match and two diamonds (you'll need to use both the softpaen and the lucky dip), and Iain the clown has drunk the spiked cola (go down the treestump, give him the bon-bon, and eventually he will except the drink – then when his eyes star spinning, jump onto the lift). Use the spade on the clue to dig for the kitten and finish things off for good.

ROUND FIVE

But a Hidden Screen from the shop, kill yourself with the bombs provided, but don't worry – you won't lose a life. Then in the altar, use the cross to kill Dracula, get the kitten, and scarper.

ROUND SIX

This is just a shoot-'em-up. Dart behind the guardians in order to kill the big eye, nip in front to knock out the smaller eyes, and grab the kitten.

ROUND SEVEN

Buy the mouse to use on the cheese, the pin to use on the mouse, jump on the displaced see-saw to propel the weight through the podium, grab the gem as you hurtle through the air past the jack-in-the-box, buy the dynamite to use on the cannon, use the match and you will be fired to the kitten.

ROUND EIGHT

Jump in the dog's mouth as she barks, onto the pillow on the top bunk, jump around on the bed a bit, pick up the diamond, swipe the kitten and finish the level in Head mode.

ROUND NINE

Buy the can-opener, and use it on one of the panel of the giant turtle. Jump up inside it, use the coloured gems on their respective domes, pick up the loot and exit left or right (in Head mode).

ZARK'S CASTLE

The Wizaroids machine is 250 Wizdollars a go. Beat Zark's highest score and you've won, not easy, but, due to a small programming glitch, if you thrust slowly upwards to a point so that you have disappeared off the top of the screen, but haven't re-appeared on the bottom, you can't be killed which ought to make things a whole lot easier.

WOLF CHILD

CORE AP FEBRUARY 1992 – 58%

CHEAT Type 'THE PERFECT KISS' on the options screen for something great.

WONDERDOG

CORE AP JULY 1993 – 65%

LEVEL CODES

LEMONADE, PHARMACY, ULTIMATE, DANIELLE, LUCOZADE.

WOODY'S WORLD

VISION AP JUNE 1993 – 70%

LEVEL CODES

Steam Castle – AHJBEAEA
Fishy Castle – MODNAAOG
Lava Castle – OKDNFAPK
Checker Castle – MPDNGAMF
Cog Castle – MKDNCAIK
Conveyor Belts – OIHMOACO

WWF WRESTLEMANIA

OCEAN AP FEBRUARY 1992 – 39%

CHEAT Pause and type 'HULKHOGANWEARSTIGHTYELLOWKNICKERS' and you'll automatically win the fight. Also if you place the chair slightly up from the left turnbuckle and climb up you will grab it for illegal usage.

XENON

MELBOURNE HOUSE BAP

CHEAT Get killed at the beginning of Sector Two Stage Two and all the aliens will go and pester someone else.

X-OUT

US GOLD BAP

CHEAT Buy the most expensive ship and put it on the grid. Now buy the cheapest satellite and place it on the money readout. You'll now have 500,000 credits and ESCAPE will skip levels.

XYBOTS

DOMARK BAP

CHEAT Type 'ALF' into the high score table for infinite energy.

YO! JOE!

HUDSON SOFT AP AUGUST 1993 – 91%

CHEAT When you have completed the bonus shoot-em-up stage, keep pressing FIRE. When the computer counts up the lives, it should give player two fifty five.

COMPLETE SOLUTION

LEVEL THREE

Walk left up the stairs, when you reach the top avoid the firing face by crawling underneath it and collect the nunchuckas, avoid the second face and jump OVER the first face block, collect the energy, avoid the next face, continue left, jump ONTO the second block and fall with it, kill the indian, jump onto the third block (avoiding the spikes above), you will notice that the next block is above you, walk slowly left, the block will shake and then fall, climb over it, step onto the next block and fall with it, kill the next indian and jump onto the next block, avoid the block above (as before) and climb over it, stand on the next block and continue left, collect the iron bar and the energy, now hit the statue marked 'hit' until it explodes, walk back right and you will discover that a new hole has appeared, drop down this (collecting the goodies), kill the mobile bomber, walk left (jumping over columns (watch out for the falling block)), continue left, jump over the first block, kill indian, left, jump over second block, stand on the third and fall with it, when the firing face closes jump out of the hole and hit it with the iron bar, continue left, drop down (watch out for the blade), walk right and avoid the four falling blocks (climbing over each one after they've fallen), collect petrol bomb, continue right, kill both the firing face and the indian with the iron bar and collect the chainsaw, switch to the iron bar, jump onto the first step (watch out for the spikes) and kill the firing face on the wall, now jump from column to column to over to the right, kill the next firing face and collect the energy, kill the next face and the indian, continue right (jumping over the spikes), avoid the falling blocks, continue right, kill indian, walk down the stairs (killing the face and the mobile bomber), right, collect shurikens, left and stand on the hinge of the firing face, he will then open allowing you to hit him, continue left and hit the face above you, walk down stairs, hit the chest and jump up onto the left ledge, kill the indian, continue left jumping over ALL the blocks (killing the baddies with the iron bar) until you reach a gap, jump over this and jump across the columns until you are standing on the fifth one, drop down to the left and you will land on a yellow rock, walk off this to the right and continue travelling in a down-right direction (killing the baddies on the way of course), don't worry about falling as you can't fall of the screen, continue in this direction until you get to what looks like a mine shaft, drop down this and collect the petrol bomb, kill the indian and walk off the end of the ledge, onto the one below, jump off this platform to the left and you should land on three small columns, jump off this ledge onto the ledges on the right, then jump up onto the ones on the left and jump across to the where the skeleton is, jump over the first column and kill the indian, now jump over the second column and drop down left, kill indian, walk left and drop off the end, kill next indian, jump left onto the next ledge below, kill indian and jump left onto ledge above, kill face, switch to the nunchuckas and jump left onto the facing ledge, kill indian and continue climbing up the ledges travelling towards the left, eventually you should reach another firing face in a tunnel, kill it and mobile gun, walk left along the tunnel (killing baddies) and drop down (avoiding blade), walk right (killing bombers and faces) and drop down, walk left (killing more bombers and faces), drop down and continue down (avoiding blades) until you reach the bottom, walk right, up (killing faces) and slide down, walk left, kill the face, collect the first petrol bomb (collect the second only if you're very fast), right, kill indian and bomber, up, left, up (avoid blade), kill indian, right, down, right, kill bomber, jump up and hit the bottom face on the statue (use iron bar) to remove the block on the right, jump over the column, down, walk right along the tunnel an you'll now meet Marcos Cane. This guy is easy to beat, every time you try to hit him he jumps over you, so switch to the iron bar. Now if you stand on one spot, but keep turning around (ie face left, then right, then left, etc.) and rapidly tap the fire button he'll keep jumping into the path of your iron bar and die easily! Walk right and you're at the exit!!

LEVEL FOUR

Walk right (jumping over blocks, kicking bats, and collecting petrol bombs) until you reach the entrance of the temple, kill ninja, jump over the gap and collect the energy, walk left and drop down, right, down, left, jump over the gap and kill the bats, down the stairs, kill ninja and continue left through the water, up the stairs and over the gap, collect shuriken, drop down, swim through the water (avoiding the fish), jump up onto the ledge on the left, walk left and drop into the water, continue left until you get to the third ledge, drop down from this to the left, swim under the column, jump up onto the next ledge and collect the nunchuckas, return to the third ledge, jump up onto the ledge on the left, up the two steps and jump onto the ledge on the right, collect the shuriken, walk up the steps (avoiding the red blade that fires from the wall), once the blade has passed jump up vertically and this will activate the next blade (which you can then easily avoid), jump up onto the next ledge and collect the energy and the shuriken, jump up onto the next ledge, walk up stairs, as you collect the goodies quickly walk down a few steps and a blade will narrowly miss you, continue up in this fashion until you reach the top, walk right and kill the ninja with the nunchuckas, as you walk right blades will drop down from above and shoot up from below, continue right avoiding these and the spikes (killing the ninjas), when you reach the other side jump up the ledges (collecting goodies) and proceed to the left, kill ninjas, walk over the steps to the left, collect shuriken and goodies, kill ninjas, jump up the ledges (avoiding the blades as before) and avoid or kill the ninjas in the walls, jump through the top opening on the right, continue right (collecting the goodies on the shelves above and killing bats), walk right up the stairs, climb ledges until you reach the top, climb up and continue left killing sumos that come out of the doors, when you have passed all the doors climb up the ledges and walk right killing the next lot of sumos, climb up the ledges and proceed left killing more sumos (avoiding/killing the wall ninjas and the bats), climb up the ledges and walk right, walk to the giant bell and hit it until it explodes, an opening will now appear on the right, walk through this and you will meet one of the big baddies, the shurikens do a lot of damage but he can jump over them so kill him with the nunchuckas. Walk right (killing ninjas) and walk up the stairs (collecting shuriken) killing the ninjas until you reach some small ledges, climb up these onto the roof and walk left (killing the ninjas and collecting the goodies, watch out for the green chests), when you reach the edge of the roof turn around and walk back to the small ledges, drop down, kill ninja, left, collect shuriken, kill ninja, down (collecting energy and killing wall ninja), right, up, right, kill ninja, down, kill ninja, left (collecting goodies), kill ninjas, down, right, kill ninjas, down, left, hit chest, energy, down (collecting energy and kill ninja), right, kill ninjas, down, jump from column to column avoiding spikes (collecting goodies and energy), avoiding spikes (collect goodies and energy), avoid/kill bats and ninjas, down, walk right and you'll meet Sheebop. Run to the far right and face left, every time she swoops down at you hit her (rapidly) with the nunchuckas, when she's dead, walk right and hit the exit twice to open it.

LEVEL FIVE

This is short and sweet. Simply walk from one end of the train to the other, killing the baddies (see hints & tips), jumping over the mines and collecting the goodies. There are no big baddies at all on this level, easy eh?

LEVEL SIX

Walk right (collecting shurikens, iron bar and petrol bomb), kill missile man with iron bar (avoiding missiles), continue right, kill punks and collect ghetto blaster, kill knifeman, kill missile man, collect bombs, kill punk, jump mines and enter building, walk right, up the stairs and then up the second stairs, kill flying cyborg, avoid mine, kill rolling cyborg and gunman, walk left, collect shuriken, jump over containers and continue left past the targets, kill gunman, continue left, kill cyborgs, avoid mine, kill one-eyed stone, jump up onto ledge on right, right, crawl along tunnel above, avoid mine, collect bomb and goodies, continue right, kill bomber and cyborg, avoid mine, continue right (collecting gas and shuriken), jump up onto ledge on left, walk left, avoid mines, jump onto containers and then onto the ledge on the left, collect bomb, right, drop back down onto containers, jump onto ledge on right, right, hit chest, over containers (collect shuriken), jump onto ledge on left, continue left, kill bomber and stone, jump up onto left ledge, continue left and drop down, avoid mine and kill bomber, down, right, down, left down stairs, kill cyborg and avoid mine, collect gas and avoid next mine, collect shuriken, jump onto ledge on right, kill bomber and jump onto the ledge on left, avoid mine, left, jump onto ledge on right and then onto the containers, jump onto the ledge on the left, kill gunman, left down the containers (avoiding the mines), continue left (killing cyborg and bomber), jump onto the containers and onto the ledge on the left, left, kill stones, down walk left and you will meet the first big baddie. The best tactic is to stand on the barrel and hit it with the iron bar (constantly of course), when the arms at either side shoot out towards you (the baddie pause before they do), jump straight up, landing back on the barrel. When you've killed it, jump up the containers that appear and kill the gunman, and jump onto the ledge on the right, walk right (killing baddies and collecting goodies), right up stairs, kill stone and collect energy, jump onto the ledge on the left, walk up steps, kill punk, collect ghetto blaster, jump over containers and continue left (killing baddies and collecting goodies), jump up onto the ledge on the left, kill punk and knifeman, collect shurikens, jump up the scaffolding onto the third ledge on the left, kill punk, walk right, drop down, right, jump up right onto ledge, kill gunman, drop down, collect energy, right, kill punk, jump back up onto previous ledge, jump up onto the right ledge, jump across onto the next ledge on the right, collect bomb, kill missile man, drop down right, over the container, collect bomb, jump up onto the right ledge, kill gunman, jump onto ledge below on right, collect chainsaw, kill punk, jump up right onto ledge, kill knifeman, jump up onto ledge on right, jump up onto ledge on left, kill punk, jump onto ledge on left, kill punk, jump left onto ledge, jump up left onto ledges, jump slightly left onto ledge, jump up left, jump left onto ledge, avoid mine, jump up left onto ledge, collect goodies, jump down left onto ledge, then up left onto ledge, hit chest, jump left up two ledges, kill punk, jump up right, kill bomber, jump up left two ledges, then up right, kill punk, jump down right twice, avoid mine, jump right across ledges until you reach a strange metal object, jump onto this, then jump up right and you will finally meet Professor X himself. Avoid his metal legs, the mines he drops, and the homing missiles he fires. Only hit Professor X, not the legs, use the chainsaw, the iron bar and the shurikens (the bombs are no use) and with a LOT of luck you should beat him.

ZAK McCRACKEN

US GOLD BAP

COMPLETE SOLUTION

ZAK'S APARTMENT: Open draw, take phone bill and sushi bowl, use phone bill on cashcard, open desk draw, pick up kazzoo, take torn wallpaper and rug corner, open door, pick up cushion, use cord in socket, pick up other cushion, watch TV, open cupboard, take crayon, put sushi in sink, take butter knife, open fridge, pick up egg, open door and take small key.

13th AVENUE: Left, push doorbell on bakery door three times, take stale bread, use yellow crayon on wall paper, right and open door.

TPC PHONE COMPANY: Use yellow crayon on application, read payphone (and remember the phone number) and exit.

13th AVENUE: Go to 14th Avenue.

14th AVENUE: Open door to Lou's Loans.

LOU'S LOANS: Buy guitar, hat, nose glasses, golf club, tool kit and wet suit. Open tool kit and walk to door.

14th AVENUE: Walk right, use wire cutters on Bobby Prinz sign and return to Zak's apartment.

ZAK'S APARTMENT: Use monkey wrench on pipe, use bread in sink, pull switch, take bread crumb, go into Zak's room, use wrench on floorboards, use rope on hole, put on hat and nose glasses and walk to hole.

SECRET ROOM: Push switch on machine and walk to door

TCP PHONE COMPANY: Use computer and open doors

13th AVENUE: Use small key in mail box, application in mail box, butter knife on bus and cashcard in cash point.

SAN FRANCISCO AIRPORT: Give cashcard to devotee and walk to Gate.

AEROPLANE: Walk to toilet, pick up toilet paper, use in sink, turn on sink, push call button, walk right, open microwave, use egg and turn on (this should provide suitable distraction for the stewardessess), take cushion from empty seat, lighter from floor and oxygen tank from one of the cabinets above the seats.

SEATTLE AIRPORT: Right, take treebranch, give peanuts to (or use golf club on) two-headed squirrel and use golf club on loose dirt.

CAVE: Turn on the lighter and move it along the top of the screen until you come across the birdsnest, use club, use birdnest and treebranch in firepit, use yellow crayon on strange markings, walk to door.

BLUE CRYSTAL CHAMBER: Use remote control, take crystal and return to the airport.

SEATTLE AIRPORT: Use reservation terminal, purchase ticket to San Francisco and walk left.

SAN FRANCISCO AIRPORT: Walk right.

13th AVENUE: Go to 14th Avenue

14th AVENUE: Go right to library, use blue crystal on drop slot, wait around for Anne, switch control back to Zak and head for 13th Avenue.

13th AVENUE: Use small key in mailbox, read letter and use butter knife on bus.

SAN FRANCISCO AIRPORT: Buy ticket to Miami.

MIAMI AIRPORT: Give book to bum, buy ticket to the Bermuda Triangle. When you are beamed aboard the spaceship, note down the order in which the pilot presses the coloured buttons. When asked if you are coming or staying, queue to the right, take off hat and glasses, push button and when the king starts talking about what he should do with you, hand over the King fan club card and guitar. His friend will show you a new order of colours – remember it, go right, read the lotto dictor and note the number, go left, push the coloured buttons in the order you noted down and head for home.

ZAK'S APARTMENT: Go to Lou's Loans.

LOU'S LOANS: Buy lotto licket, using the number you noted.

14th AVENUE: Switch control to Anne.

LIBRARY: Pick up blotter and cashcard and switch back control to Zak.

14th AVENUE: Keep walking in and out of Lou's until Lou's says 'Congratulations, bud…" (You can re-beaming aboard the spaceship to win the lotto again if you want.)

LIBRARY: Give whiskey and butter knife to Anne and switch control.

13th AVENUE: Use butter knife on bus.

SAN FRANCISCO AIRPORT: Buy ticket to London.

LONDON AIRPORT: Walk right.

GUARD HOUSE: Hand over whiskey to guard and switch control.

LIBRARY: Go to 13th Avenue.

13th AVENUE: Use wire cutters on bus.

SAN FRANCISCO AIRPORT: Buy ticket to London.

LONDON AIRPORT: Right.

GUARDHOUSE: Use wirecutters on fence. Walk to airport.

LONDON AIRPORT: Buy ticket to Katmandu.

KATMANDU AIRPORT: Right.

KATMANDU: Right, use lighter on hay, left, pick up flag pole, walk to door.

JAIL: Take keys and open door.

KATMANDU: Walk right and give book to guard.

TEMPLE: Right, wait and exit.

KATMANDU: To demonstrate how the blue crystal works, use it on the yak. When ever you use one an alien will come after you. Use the cashcard in the yak.

KATMANDU AIRPORT: Buy a ticket to Kinshasa.

KINSHASA AIRPORT: Right.

JUNGLE: Find your way through the maze to the village.

SMALL VILLAGE: Walk to the hut door to the left.

WITCH DOCTORS: Hand over the golf club. Now this bit is important. The witchdoctor and his two friends will show you a dance and then stand in a row at the top of the screen and bend down in a specific order. Not this order down (if you missed it, go back to the hut and hand over the cashcard again). Walk back to the airport.

KINSHASA AIRPORT: Buy a ticket to Cairo.

CAIRO AIRPORT: Buy a ticket to Miami

MIAMI AIRPORT: Buy a ticket to the Bermuda Triangle.

SPACESHIP: Put on wet suit and fish bowl (use the first set of colours you learnt if you want another lotto number) and walk past the line.

SKY: Use the parachute.

THE SEA: Remove fishbowl, use kazzoo, use blue crystal on dolphin and swim underwater.
UNDERWATER: Swim right, pick up seaweed to far right, take glowing object and swim up again.
THE SEA: Give glowing object to Zak, change back to Zak and the Alien will take you back to the secret room.
SECRET ROOM: The alien will strap you into the Mindbender which, although doesn't actually hurt you, will relieve you of your commands. When the alien leaves the room, put on the hat and nose glasses and you will be led out. Take your stuff from the cabinet and walk back to 13th Avenue.
13th AVENUE: If you go the lotto number, buy a ticket, else go straight to the airport.
SAN FRANCISCO AIRPORT: Buy a ticket to Lima.
LIMA AIRPORT: Walk right.
JUNGLE: Find your way through the maze until you reach the cliff.
CLIFF: Use bread crumbs on on bird table, use blue crystal on bird, fly right to huge statue, fly into left eye, take scroll, flay back to Zak, hand over scroll, switch control and return to the airport.
LIMA AIRPORT: Buy a ticket to Mexico.
MEXICO AIRPORT: Right.
JUNGLE: Find your way through the maze until you come across a temple.
TEMPLE: Find your way through the maze, select 'what is' and move your cursor around the screen until you come across a torch. In find the yellow crystal chamber, get to the section of the maze with three doors. One of the doors leads to the chamber, the other two to more maze. If you take the wrong one, go back and try again. When in the chamber, switch control to Leslie.
MARS: Open shuttlebug door, open glove compartment, pick up cash cards and fuse and walk left.
YOUTH HOSTEL: Open metal box, take fuse, put fuse in fuse box, push button on right, walk to door, unpeal vinyl sticker from locker, open it, take torch, push bed covers, take broom and ladder and make for the exit.
MARS: Use broom alien on stand, walk to shuttle bug door, use oxygen, walk to door, give vinyl to Mellisa and walk right to huge face.
FACE: Use ladder on door and push the buttons in same order as the witchdoctor and his mad friends bent down at the end of their dance in Kinshasa. Take ladder and go in.
INSIDE FACE: Walk to first hude door, use ladder on pedestal and push sphere. Walk to door.
MAZE: Turn on torch, find your way through maze. There are two places to find here – the Temperature machine (push both switches so that you can breathe into the first huge face) and the room with strange marking inside (pay attention because you will need this to get into the sphinx). Find your way back out, top up your oxygen from the shuttle bug and go back inside the huge face.
INSIDE FACE: Walk to huge door, open boom box, use vinyl tape on DAT., use DAT in boom box, select 'Record', push sphere, go to face chamber, right, take note of strange markings on statue, walk to second huge door, use boom box, select 'Play' and the door should open. Walk to door, right and go through doorway.
ANKH CHAMBER: Pick up ankh key and go back to face chamber.
INSIDE FACE: Walk left to first door, pick up ladder, walk right to third door, use ladder on pedestal, push sphere, walk to door and right.
FORCEFIELD ROOM: Use ankh in panel, take both keys, push button on machine, go back to face chamber and switch back to Zak
YELLOW CRYSTAL CHAMBER: Use the yellow crayon on the strange markings and draw what you saw in the face chamber in Mars. Pick up the crystal shard, find your way back out of the temple, through the jungle and back to the airport.
MEXICO AIRPORT: Buy a ticket for London.
LONDON AIRPORT: Walk right.
GUARDHOUSE: Hand both crystal shards, the flagpole and scroll to Anne, switch control and head for Stonehenge.
STONEHENGE: Use flagpole and both crystal shards on altar stone. Read scroll, pick up yellow crystal and walk to guard house.
GUARDHOUSE: Give yellow crystal to zak, go to airport.
LONDON AIRPORT: By a ticket for Cairo.
CAIRO AIRPORT: Switch control to Zak.
GUARDHOUSE: Walk to airport.
LONDON AIRPORT: By a ticket for Cairo.
CAIRO AIRPORT: Buy a ticket for Kinshasa.
KINSHASA AIRPORT: Right and make it through the jungle to the witchdoctor's.
WITCHDOCTOR'S: Hand over the yellow crystal and you will learn how to use to to warp your way around the map. Begin by warping to the huge statue on Lima.
PERU HUGE STATUE: Pick up the candle bra and warp to Egypt.
PYRAMID: Use glowing object on base, use candelabra on glowing object, pull lever, walk to stairs, right, use lighter on torch (from just beneath the doorway) and walk through.
DESERT: Walk right to Sphinx's legs.
LEGS: Use yellow crayon on strange markings and draw on those that you noted from the huge face.
SPHINX MAZE: Walk through the maze. Out of the two larger doors, one leads to a beast (if you go in three times he wakes up and kills you) and the other leads to a room with three buttons. Press them in order, read everything on the wallpaper map, put on your wet suit, fish bowl and oxygen tank, use the yellow crystal and warp to Mars.
MAZE: Use the yellow crystal on the strange markings, draw the strange markings you found in the Sphinx maze, walk to the middle door and negotiate your way through the maze to the face chamber.
INSIDE FACE: Use the tape on the fishbowl, walk to the shuttle bug, top up your oxygen and walk to the door.
MARS: Walk left, use cash card in slot twice and switch to Mellisa.

FORCEFIELD ROOM: Do as you did for Zak and switch to Leslie.
MARS: Top up oxygen, go to tram, buy two tickets, use ticket in tram, switch to Zak, use ticket in tram, switch Mellisa and use ticket in tram.
MARS PYRAMID: Get all three characters to the pyramid, have Leslie use the broom alien on the sand piles, Zak use Bobby Pinz sign on the lock, walk to the doorway, to the right doorway and left, and Mellisa push the sarcophagus' feet. Switch to Zak, walk to stairs, switch to Leslie, walk to doorway, walk left to stairs to get Zak and Leslie both into the white crystal chamber, switch to Mellisa, walk away from sarcophagus' feet, switch to Zak, use gold key in box on wall, push button, switch to Leslie, pick up white crystal and hand it over to Zak, and switch to Zak, use the yellow card and warp to Egypt.:
PYRAMID EGYPT: Use the yellow card and blue and white crystals on the candle bra, switch to Anne and walk right.
DESERT: Walk left to the pyramid, walk to the doorway, right to the doorway, left to the stairs, push the lever and push the switch.

ZIRIAX

THE SOFTWARE BUSINESS BAP

CHEAT Press 1, 2, 3, 4, 5, or 6 while playing to select a power up, and RETURN to activate it.

ZOOL

GREMLIN AP OCTOBER 1992 – 90%

CHEAT Type 'GOLDFISH' on the title screen to access the cheat mode. The following keys will then be activated.
F1 to F6 – to skip from world to world
1 – for invincibility
2 – to skip levels
3 – to jump to the same level on the next world
4 – for suicide

PLAY TIP There is also apparently a secret shoot-em-up section on level 2-1. To get to it, you'll need to get past the first two crumbling platforms with spikes underneath, then just after the second, drop down next to the spike and onto the platform above your head to the right.

ZOOL 2

GREMLIN AP JANUARY 1994 – 86%

CHEAT Study the list below, then at the intro which says 'PRESS FIRE FOR OPTIONS' type in the relevant word for the desired effect:
CREAMOLA – Ten Lives
VISION – Twenty Lives
KICKASS – Re-usable Smart Bombs
NAPOLEAN – Bonus level every stage
ALCENTO – Inc. percentage to 99%
OLDENEMY – Stops the clock
TOUGHGUY – Invincibility (except electric & spiked walls)
SESAME – Start on Level one1
RONSON – Start on Level two
FUNKYTUT – Start on Level three
HISSTERIA – Start on Level four
MARROBONE – Stops ball on bonus stage
BUMBLEBEE – RETURN to skip stages

Z-OUT

RAINBOW ARTS BAP

CHEAT Hold down J and press a number between 1 and 3 to jump to a stage, or 1 and 6 to view it. On the other hand, J and K together will give infinite lives.

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